ADVENTURER CONQUEROR KING SYSTEM™

IMPERIAL IMPRINT

TREASURE TOME

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ADVENTURER CONQUEROR KING SYSTEM™
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Enter a world where empires stand on the brink of war, and terrible monsters tear at the fragile borderlands of men; where decaying cities teem with chaos and corruption, weeping innocents are sacrificed to chthonic cults and nobles live in decadent pleasure while the realm burns; where heroes, wizards, and rogues risk everything in pursuit of glory, fortune, and power. This is a world where adventurers can become conquerors — and conquerors can become kings!

The ***ACKS II Treasure Tome*** is the fourth volume in the ***Adventurer Conqueror King System™ Imperial Imprint***. Within its pages, you will find treasures that tempt your players into reckless deeds, saintly relics that reward their heroics, cursed contraptions that exploit their vices, and awe-inspiring artifacts that empower them to re-shape the game world. Designed as a sourcebook for Judges it contains:

- A **comprehensive compendium of over 1,300 new magic items**, meticulously designed and lavishly detailed;
- A **customizable treasure placement system** that lets you fine-tune the flow of treasure from gritty to heroic levels;
- A **robust item creation system** capable of crafting anything and everything, from simple scrolls to awe-inspiring artifacts;
- A dynamic **weapon development mechanic** enabling adventurers to transform personal weapons into legendary arms;
- A **procedural generator** to catalyze your creativity with infinite items on demand;
- A **potion miscibility system**, a **curse and corruption mechanic**, and more!

Never before has there been a sourcebook that combines the extravagance and imagination of the earliest old-school fantasy with the coherence, detail, and structure found in ***ACKS II***. The ***Treasure Tome*** is not merely a book—it is a treasure chest for adventurers, conquerors, and kings alike, ready for you to open.

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INTRODUCTION

INTRODUCTION

The book you are reading contains more than 1,300 new and meticulously-designed magic items for fantasy role-playing game campaigns. From swords and armor to rings and wands, the collection of treasure found herein has a breadth, depth, and scope that is unprecedented in the history of tabletop games. In these pages, you will find treasures that tempt your players into reckless deeds, saintly relics that reward their heroics, cursed contraptions that exploit their vices, and awe-inspiring artifacts that empower them to re-shape the game world.

For Judges, this volume is more than a catalog; it is a guide to mastery. In crafting the ***Treasure Tome***, we have sought to unite the unbridled creativity of old-school fantasy with the systematic coherency of the ***Adventurer Conqueror King System Imperial Imprint*** (***ACKS II***). Not only has every item been built with ***ACKS II***'s structured mechanisms, ensuring both players and Judges can engage with a consistent world where magic is wondrous yet comprehensible; every item is accompanied by the crafting formula used to build it, enabling you to see exactly how it was created and how it fits into the magical economy implied by the ***ACKS II*** rules.

The ***ACKS II Treasure Tome*** is not merely a book – it is a treasure chest for adventurers, conquerors, and kings alike, ready for you to open.

USING THIS BOOK WITH ACKS II

The ***ACKS II Treasure Tome*** was designed for use in conjunction with the ***Adventurer Conqueror King System Imperial Imprint*** (***ACKS II***). ***ACKS II*** is a set of rules for fantasy role-playing games of epic sweep and depth. It shares some mechanics with other Old School Renaissance (OSR) games built on a D20 chassis, such as *Old School Essentials (OSE)* and *Lamentations of the Flame Princess*, but ***ACKS II*** is differentiated from its brethren by the breadth and depth of its mechanics. In ***ACKS II***, player characters become more than mere adventurers; they can become army leaders, criminal masterminds, mercantile moguls, and all-conquering kings, with all of the power and privilege that entails.

Using this book with ***ACKS II*** is easy. Chapters 1 – 2 of this book simply replace Chapter 4 of the ***ACKS II Judges Journal***. Chapter 3 replaces p. 391 – 393 in Chapter 8 of the ***ACKS II Revised Rulebook***. Finally, Appendices A – F offer additional optional mechanics to expand the type and variety of treasures in your campaign.

And that's all there is to it. You don't even have to open those other books. The ***Treasure Tome*** (***ACKS II TT***) incorporates all the rules and entries for treasure from the ***ACKS II Revised Rulebook***, ***ACKS II Judges Journal***, ***By This Axe*** sourcebook, ***AX*** adventure series, and ***Axioms*** magazine; previously unpublished items that appeared in the original Auran Empire and Opelenean Nights campaigns; and of course an enormous amount of all-new material created for this new volume. It's a single-volume resource for virtually everything treasure-related in your campaign.

In fact, the only treasure-related material for ***ACKS II*** that is not in this book is material that was so specific to a particular adventure location that it had to be excluded either because it could not even in theory appear elsewhere in a game world or because it would be impossible to explain outside its original context. Thus, for instance, the **sinister stone** from ***AX1: The Sinister Stone of Sakkara*** is not found in this book. We hope the reader will forgive these minor absences.

USING THIS BOOK WITH OTHER GAMES

If you are coming to the ***ACKS II Treasure Tome*** by way of another OSR system, or are a grognard still using your Red Box from the 1980s, then you will find it relatively easy to make use of this book (though not as easy as just using ***ACKS II***).

If you are arriving here by way of *D&D 5E* or *Pathfinder*, then this book may seem a strange and surreal tome. As an OSR product, it emulates the design ethos of the golden age of role-playing games from 1974 – 1983. You might still enjoy reading it and you'll certainly find some material that can be adapted or pilfered for your own use. Perhaps it might even convince you to give old-school gaming a try. That the OSR playstyle has much to recommend it is evidenced by the burgeoning OSR movement itself.

Either way, here are a few words of explanation to address some of the differences between ***ACKS II*** and its sister games so that you can better adapt what you find for your own purposes.

THROWS VS CHECKS

Many of the items in this book reference **throws** of various types. Throws are the core mechanic of ***ACKS II***. A "throw" in ***ACKS II*** is essentially the equivalent of an "attack roll" in *OSE* or "skill check" in *D&D 5E*. Like an attack roll or skill check, a throw is used whenever a character or monster is taking an action that will either succeed or fail. To make a throw, all you do is:

- Throw 1d20.
- Apply any relevant modifiers to the number generated by the die.
- Compare the total to the character's target number for the action, usually expressed as #+ (such as 12+).

Ring of Luck

If the total equals or exceeds the target number, the outcome is favorable to the character. If the result is lower than the target number, the outcome is unfavorable to the character. The target number required to succeed at different throws is usually based on the character's class and level. For instance, fighters have easier attack throws than other characters, while thieves have easier proficiency throws to sneak around. When we designed ***ACKS*** we opted to present the game mechanic as throws rather than as checks for two reasons:

- The throw mechanic directly, rather than indirectly, informs the player of the information he needs to know, i.e. "what number do I need to roll on the die." This number can be listed directly on the character sheet: "Listening 14+", " Death Save 11+", "Attack with sword 9+".

- The throw mechanic puts the emphasis on the character, rather than the situation. A player understands that if he has "Listening 14+" in most circumstances his character can eavesdrop on a roll of 14-20. If there is a modifier to this chance, it's transparent to the player: "A penalty of -4 to your roll due to the loud noise".

For systems like *D&D 5E* that use a D20 check to resolve all actions, you can calculate the appropriate bonus for the checks from the target value on the throw, as follows:

- An ***ACKS*** attack throw converts to an attack bonus of 11 – target value.
- An ***ACKS*** saving throw converts to a save bonus of 21 – target value. The assumed Difficulty Class (DC) is 20 for the roll.
- An ***ACKS*** proficiency throw converts to a proficiency bonus of 21 – target value. Again, the assumed DC is 20.

Some games in the *BX/BECMI* tradition also use percentile rolls (usually for thief skills) and D6 rolls (usually for hearing noises, bashing open doors, and similar dungeoneering activities). In ***ACKS***, these are also resolved as throws. To convert them back to the *BX/BECMI* method, do the following:

- An ***ACKS*** proficiency throw converts to a thief skill percentage chance equal to (21 – target value) × 5%.
- An ***ACKS*** proficiency throw of 18+ is equivalent to a 1 in 6 chance; 14+ is equivalent to a 2 in 6 chance; 11+ is a 3 in 6 chance; 7+ is a 4 in 6 chance; and 4+ is a 5 in 6 chance.

EXAMPLE: A **potion of lizard skin** allows the imbiber to hide in shadows on a Hiding proficiency throw of 12+ or grants a +8 bonus if already proficient. In *OSE*, the **potion of lizard skin** would grant the imbiber a 45% chance to hide in shadows, or add +40% to his chance if he's already capable of hiding in shadows. In *D&D 5E*, the **potion of lizard skin** would grant a +8 bonus to Dexterity (Stealth) checks.

Potion of Lizard Skin

ARMOR CLASS

ACKS, like most other fantasy games, uses an **armor class** (AC) to rate how hard a target is to hit with an attack. In ***ACKS II***, a character with zero armor has, intuitively, an AC of zero (0); AC ascends from 0 as protection improves. Since ***ACKS*** resolves combat with a D20, its AC values are in the same general scale as all other D20 fantasy games. Therefore, if an item in this book grants a bonus to AC, the bonus can be applied exactly as in your system of choice.

EXAMPLE: A suit of leather armor grants an AC of 2 in ***ACKS II***; an AC of 7 in *OSE*; and an AC of 11 in *D&D 5E*. Regardless of system, a suit of **leather armor +3** offers an AC three points better than that.

Sometimes, however, an item in this book will grant a specific AC. To convert an AC from ***ACKS II*** to a different system, use the following rules:

- *BX*, *BECMI*, *LL*, *LOTFP*, or *OSE*: AC = 9 – ***ACKS*** AC.
- *BFRP*, *DCC*, *3E*, *4E*, *5E*, or *PF*: AC = ***ACKS*** AC + 10.

EXAMPLE: The **war-dress of the exquisitrix** grants its wearer an AC of 7. In *OSE*, the war-dress grants an AC of 2. In *D&D 5E*, it grants an AC of 17.

PROFICIENCIES

Like other OSR games, ***ACKS*** characters have various special abilities that derive from their race, class, and level. In addition, ***ACKS*** characters also have **proficiencies**, which they gain when they reach certain levels of experience. Proficiencies are subdivided into two types, "General" and "Class" proficiencies.

- **General proficiencies** allow characters to undertake the professional activities of NPCs in the game world, and cover things such as training animals, smithing weapons, or mapping terrain. They are the equivalent of Secondary Skills in *AD&D 1E* or Non-Weapon Proficiencies in *AD&D 2E*.

- **Class proficiencies** grant characters additional abilities. These abilities are very similar to those available to classes or races, and allow players to customize their characters within the framework of their class archetype. For instance, rather than have a separate "Archer" class that has bonuses with bows and a "Bulwark" class that has bonuses with shields, ***ACKS*** simply allows fighters to take a proficiency for "Precise Shooting" or "Fighting Style (Weapon and Shield)."

Some magic items in this book grant characters the benefits of certain proficiencies. In most cases, the item itself explains all of the associated mechanics of the proficiency, and you can just apply its effects (converting them as necessary to checks or rolls instead of throws). In a few cases, the item will refer to certain complex proficiencies that are deeply integrated into the ***ACKS II*** rules, such as Alchemy. You can exclude those items or house-rule an implementation in your system of choice.

CLEAVING AND COMBAT

A **cleave** is a mechanic in ***ACKS II*** that grants a combatant an additional attack each time it fells a target with a melee or missile attack. The maximum number of cleaves granted to a combatant is equal to its class level (for classes using the fighter progression) or one-half class level (for classes using the crusader or thief progression). Cleaving is intended to help fighter-types remain in balance with spellcasters on the battlefield. Some of the items in this book grant characters additional cleaves, bonuses when cleaving, or otherwise interact with the cleaving mechanics.

If adapting the ***Treasure Tome*** to another game, you have four options for handling these items:

- Exclude any items that affect cleaves, re-rolling if they appear in a treasure result.
- Include items that affect cleaves, but disregard that aspect of their powers.
- Treat cleaving as a power offered by the item, permitting characters to cleave to the extent that the item offers that power.
- Add cleaves to your game's fighting classes and use the items as written.

Which choice is best depends on your rules set, play style, and campaign feel.

> **EXAMPLE:** The **two-handed sword of cleaving** is a +3 sword with a broad single-edged blade meant for deep sweeping strokes. In ***ACKS II***, a fighter who wields the sword increases his maximum number of cleaves each round by 4. In another game, the **two-handed sword of cleaving** could be simply excluded; it could be treated as a standard **two-handed sword +3**; it could be treated as a special sword that uniquely grants its wielder the chance to make up to four additional attacks per round by cleaving; or it could be used as part of an overall importation of ***ACKS II*** cleave mechanics.

MORTAL WOUNDS

In OSR RPGs inspired by *BX* and/or *AD&D*, characters who are reduced to 0 hit points or -10 hit points respectively are killed; in *D&D 5E*, characters who are reduced to 0 hit points are incapacitated and must begin to make death saves to avoid dying. In ***ACKS II***, characters who are reduced to 0 hit points or fewer are incapacitated rather than killed. The character's exact fate is left undetermined until an ally arrives to treat his wounds. At that point, a Mortal Wounds roll is made with 1d20 to determine whether the incapacitated character lives or dies. Even if he lives, he may be scarred, dismembered, or crippled in some fashion, and will have to take downtime to recover from his brush with death.

Some magic items in this book interact with these rules. They might grant bonuses to mortal wound rolls; permit re-rolls on the mortal wounds tables; or change the point at which a character has to roll on the tables. If you own the ***ACKS II Revised Rulebook***, you can easily import the ***ACKS II*** mortal wounds rules into other D20 fantasy games; otherwise, it's probably best to exclude these items from your game.

One last point on this topic: be sure not to confuse the Death saves in ***ACKS II*** with the death saves in *D&D 5E*. A Death save as used in this book is a saving throw against an effect such as poison or death magic that would instantly kill or incapacitate the victim, not a roll made to recover after being reduced to 0hp.

SPELLS

Some of the items in this book refer to "arcane spellcasters," "divine spells" and so on. That's because magic in ***ACKS II*** is divided into several types, each of which has its own spell list. The two main types, arcane and divine, were introduced in the ***Revised Rulebook*** and more-or-less correlate to the "magic-user" and "cleric" spell lists found in *AD&D* and *BX/BECMI* and to the arcane and divine spell lists found in *D&D 5E*.

Therefore, if an item in this book can only be used by arcane spellcasters, then in *AD&D*, *BX/BECMI*, and their various descendants, it can only be used by characters capable of casting magic-user spells. In *D&D 5E*, it can only be used by characters capable of casting spells from the arcane list. Likewise, an item only usable by divine spellcasters can only be used by *AD&D* or *BX* characters capable of casting cleric spells, or by *D&D 5E* characters capable of casting spells from the divine list.

Some items will refer to specific spells in ***ACKS II***. In most cases, the item entry specifically states exactly what the spells do; that makes it convenient for the Judge (who otherwise would have to look it up in the ***ACKS II RR***) but it also means that GMs adapting the book to other systems can just use it as written.

In some cases, you might prefer to substitute a spell from your system of choice for the ***ACKS II*** spell. Since ***ACKS II*** is not an Open Games License (OGL) game, many of the spell names will be slightly different than those of the OGL spells that are ubiquitous in many other D20 fantasy games. Most of the spells are, however, similar enough to OGL spells that you should have little trouble translating between the various systems.

> **EXAMPLE:** A **wand of frost** is an implement that produces a *cone of frost* when activated. In ***ACKS II***, the spell creates a cone that causes all within to suffer 6d4 ❄ damage, or half that on a successful Blast save. In *D&D 5E*, the **wand of frost** could be adapted to produce a cone of cold that deals 8d8 cold damage, or half that on a successful CON save.

TREASURE TOTALS

Other D20 fantasy games usually provide much less treasure per monster than ***ACKS II*** expects. Because of its deep campaign rules, ***ACKS II*** has considerably more activities for high-level player characters to undertake with considerably more "money sinks" to drain their accumulated wealth than any other D20 fantasy game. If you are adapting the ***Treasure Tome*** to another system, you may need to reduce the total amount awarded.

Wand of Frost

ABBREVIATIONS, ICONS, AND NOTATIONS

This book uses a number of abbreviations and icons to keep the rules compact (well, less voluminous).

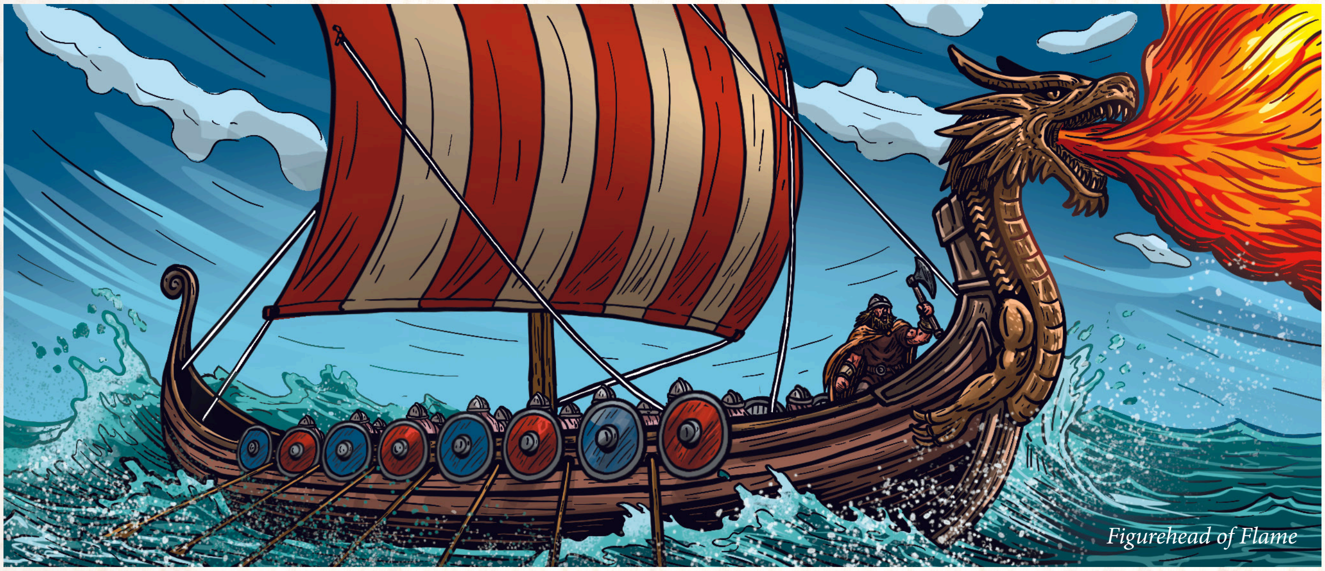
Abbreviation	Meaning
Attributes	
STR	Strength
INT	Intellect
WIL	Will
DEX	Dexterity
CON	Constitution
CHA	Charisma
Other	
hp	Hit points
shp	Structural hit points
HD	Hit Dice (or Hit Die)
AC	Armor Class
XP	Experience points
PC	Player character
NPC	Non-player character
cp	Copper pieces
sp	Silver pieces
ep	Electrum pieces
gp	Gold pieces
pp	Platinum pieces
TT	Treasure Type

Subtly Sigvhan
steered his sea-ship
toward his fell foes
to send forth flame.

Sigvhan's Saga

Damage Type	Mundane Icon	Extraordinary Icon
Acidic	🧪	🧪
Arcane	💎	💎
Bludgeoning	🔨	🔨
Cold	❄	❄
Electrical	⚡	⚡
Fire	🔥	🔥
Luminous	☥	☥
Necrotic	💀	💀
Piercing	➶	➶
Poisonous	🐍	🐍
Seismic	◠	◠
Slashing	🗡	🗡
Varies by Weapon	⚔	⚔

Notation	Meaning
d2	Two-sided die, implicitly rolled with 1d6, treating 1 – 3 as 1 and 4 – 6 as 2.
d3	Three-sided die, implicitly rolled with 1d6, treating 1 – 2 as 1, 3 – 4 as 2, and 5 – 6 as 3.
d4	Four-sided die.
d6	Six-sided die.
d8	Eight-sided die.
d10	Ten-sided die, where "0" indicates a 10.
d12	Twelve-sided die.
d20	Twenty-sided die.
d100	Percentile dice, where a number between 1 and 100 is generated by rolling two different ten-sided dice. One, designated before rolling, is the tens digit. The other is the ones digit. A roll of 00 indicates the maximum result of 100.
#d#	An indicator to roll the number of dice of the noted size, e.g. "3d6" means to roll three six-sided dice.
d#!	An indicator of an "exploding" roll, where any die that rolls its maximum value should be rolled again, with the new result added to the total and the process repeated if the maximum value is subsequently re-rolled.



Figurehead of Flame

Howdah of the Second Stand

1

TREASURE PLACEMENT

TREASURE PLACEMENT

Along with fame and derring-do, treasure is one of the primary motivations of adventuring parties. Treasure is not only used to retain hirelings and purchase equipment, weapons, vessels, and strongholds; each gold piece worth of treasure brought safely back to civilization gives the character 1 experience point (as described in ***ACKS II RR*** Chapter 6, **Earning Experience from Adventures**).

In most campaigns, experience from treasure recovered on adventures will be the main source of character level advancement. In fact, ***ACKS*** assumes that 80% of adventuring XP will come from treasure. Therefore, all of the rules herein are designed and intended to generate a total amount of treasure in any given lair or dungeon equal to four times the XP value of the monsters in the area.

RANDOM TREASURE GENERATION

Treasure will usually be found in the lairs of monsters. Each monster entry in the ***ACKS II Monstrous Manual*** designates whether or not that type of monster has the possibility of treasure. Those that do are given a Treasure Type (TT), which indicates what kinds and quantities of treasure a monster might have. On average, the amount of treasure assigned to a monster by its Treasure Type equals four times its XP.

The Treasure Types are lettered from A to R, with TT A yielding the smallest hoards and TT R the largest. In addition to their quantitative rank, the Treasure Types are further subdivided into three categories, representing the method by which the monsters have accumulated the treasure: by **hoarding**, by **raiding**, or **incidentally**.

- Hoarding monsters are typically intelligent enough to appreciate the value of wealth, and powerful enough to gain and defend substantial amounts of it. Hoarder Treasure Types (B, D, H, N, Q, R) feature a roughly equal mix of coins and other valuables, and typically yield values far in excess of their weight.
- Raiding monsters are intelligent creatures who gather treasure by stealing it from those weaker than themselves. Raiders are often the minions of more powerful monsters who claim the most precious items for themselves, so Raider Treasure Types (E, G, J, L, O) are mostly bulky hoards of low value coin and goods.
- Monsters with incidental treasure accumulate wealth accidentally, e.g. by bringing dead adventurers back to the lair to feed their young. Though they may lack the intelligence to recognize things of value, they may be attracted to shiny objects which they gather as best they can with their claws or jaws. The Incidental Treasure Types (A, C, F, I, K, M, P) are usually only a few stone in weight and are the most variable type of treasure, with some rolls on these tables yielding fantastic bounty while as many others produce nothing at all.

Because of how the Treasure Types are structured, a dungeon with a variety of monsters will tend to have a wide assortment of interesting treasures, ranging from precious regalia to bulky low value coin.

You can randomly generate a monster's treasure using their Treasure Types by rolling on the Treasure Type tables. There are three different Treasure Type tables: the **Classic** table, the **Heroic** table, and the **Gritty** table. While the tables are largely equivalent in terms of the total value of treasure provided for each Treasure Type, they differ in two important ways.

The first difference is in the composition of coin. On the Classic table, low-level hoards consisted mostly of common coin (cp and sp), while high-level hoards consisted mostly of precious coin (gp and pp). On the Heroic and Gritty tables, all hoards consist mostly of common coin, with high-level hoards consisting of a lot of common coin with moderate amounts of precious coin. Thus, treasure hoards generated using the Heroic and Gritty tables are considerably larger in total bulk than those generated on the Classic table.

For instance, a dragon hoard (TT R) generated on the Treasure Type (Classic) table would typically contain 1,750ep; 2,100gp; and 3,600pp. The same hoard generated on the Treasure Type (Heroic) or (Gritty) tables would typically contain 19,600cp; 14,000sp; 5,600ep; 4,000gp; and 2,625pp. The first hoard is worth 20,975gp and weighs 7.5 stone. The second hoard is worth 21,521gp and weighs 46 stone – seven times as much!

The second difference is in the composition of magic items. On the Classic table, magic items are generated by type (potion, scroll, sword, etc.) while on the Heroic and Gritty tables magic items are generated by rarity (common, rare, etc.). The Classic table tends to provide a great variance in the items that are found. Sometimes low-level monsters may have hoards with powerful magic items, and sometimes high-level monsters may have weak items. The Heroic and Gritty tables tend to provide a greater volume of items with more predictability in power.

Which Treasure Table to use is up to you, the Judge. The Classic table, as the name implies, is intended to offer treasures similar to those found in classic old-school adventures popular in the 1970s and 1980s. The Heroic table is intended to offer hoards similar to those found in heroic fantasy literature. The Gritty table is similar to the Heroic table, but makes Legendary items, the greatest feats of craft and sorcery, even rarer, commensurate with a world in which the player characters are one group of adventurers among many, and such items are rare indeed. The Gritty table compensates for this with higher amounts of lower rarity (but often still Rare or Very Rare) items. The Classic and Gritty tables offer an equivalent value of magic items, on average, for each Treasure Type. Where the Heroic tables diverge from the Gritty tables, they do so in offering a small chance of a Legendary item in larger hoards, leading to a higher average magic item value, as noted, but often a lower median value. You can pick one table and use it for your entire campaign or use a different table in different dungeons or regions, as you think best for your campaign.

Unless otherwise noted, randomly generated treasures are found only in a monster's lair. However, if an ***ACKS II*** monster entry specifies that a creature carries individual treasure either instead of or in addition to its lair treasure, these individual treasures can be found even if the monster is encountered when wandering outside its lair.

PLANNED TREASURE GENERATION

Since the amount of treasure allowed in the campaign directly controls the speed at which the adventurers level, as well as their overall power and capabilities, it is always up to you to determine how much treasure to place into the campaign. As the Judge, you are never "required" to roll for treasure. In fact, there will be many cases where random treasure generation is not the best method to employ. Whenever you deem it necessary or appropriate, you can and should place treasure by hand or amend random treasures you've rolled. Particularly important treasures should always be placed by you deliberately; for example, a magic item crafted by a major antagonist should be tailored to the antagonist's personality and role in the campaign.

When creating a dungeon or other adventure area, one easy way to generate treasure is to calculate the sum of all XP from monsters in the area, and then choose a Treasure Type whose average value is close to four times this sum. If the category of this treasure table (hoarder, raider, or incidental) does not seem appropriate to the area, you can instead choose one or more Treasure Types from the appropriate category that have the closest average value. You then can randomly generate treasure for the area using the selected table. Because probabilities are involved, the result might not match the desired value. If the outcome is too much treasure, you can add more monsters or remove some treasure. If too little treasure results, you can make up the difference with special treasures placed by hand. It is also fine to go with high or low results; over time, the law of averages will assert itself.

EXAMPLE: An underground crypt has been stocked with 20 skeletons (13 XP each), 1 wight (80 XP), 4 giant bats (29 XP each) and 7 grave ghouls (38 XP each), for a total of 722 XP. The crypt treasure should be around four times that total (4 × 722), or 2,888gp. This is close to the 3,250gp average value of Treasure Type I. Treasure Type I is an incidental type treasure, which seems appropriate for the crypt's burial goods. Using row I on the Treasure Type table, the Judge rolls 2,000 silver pieces and 5 pieces of jewelry. He places some of this treasure in the coffins guarded by the undead and the rest on the corpse of a bandit at the bottom of a pit trap.

TREASURE TYPE TABLES

To use the Treasure Type tables, find the row on your choice of table that corresponds to the monster's TT. For each column on the row, roll the appropriate dice to determine whether the specified treasure is present, and if so, in what quantity. When the dice indicate that gems, jewelry, or magic items are present, the specific treasures found in these categories are then determined using sub-tables provided after the Treasure Types table. If you wish to create more diverse and interesting treasures, you can then combine the treasure generated into lots and use the Special Treasures table, as described below.

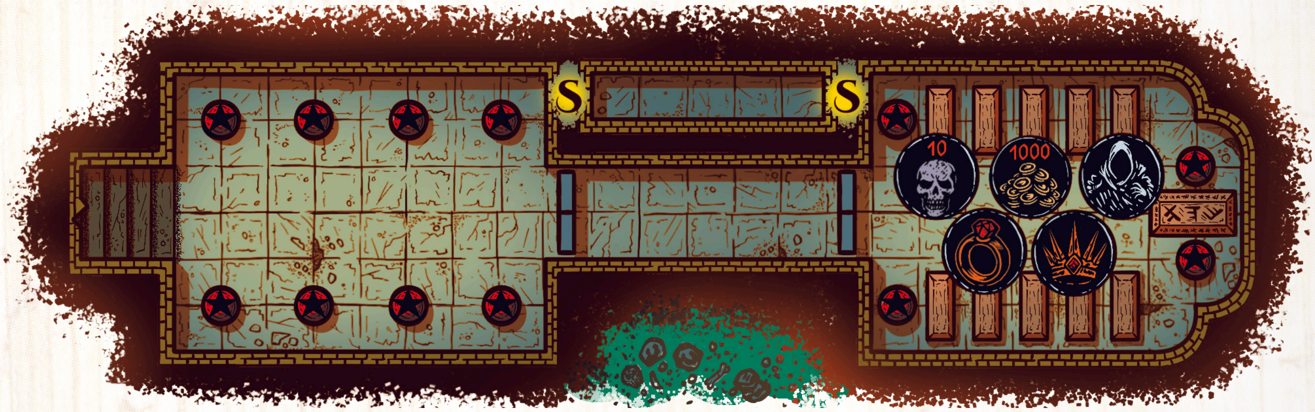
ITEM RARITY

Items have a rarity related to their base cost; items such as wands, that have a variable number of charges, are treated as if found with full charges for these purposes. A common item has a maximum base cost of 1,000gp; an uncommon item a maximum of 5,000gp; a rare item a maximum of 25,000gp; and a very rare item a maximum of 100,000gp. Any item worth more than 100,000gp is a legendary item.

6
250
S
S
S
100
S
4
400
4
250
7

Treasure Type Table (Classic)

Treasure Type & Avg. Value		1000s Copper	1000s Silver	1000s Electrum	1000s Gold	1000s Platinum	Gems	Jewelry	Magic Items & Avg. Magic Item Value
A	Incidental *(275gp)*	0% None	30% 1d4	0% None	0% None	0% None	30% 1d4 ornamentals	30% 1d4 trinkets	1% any 1 *(150gp)*
B	Hoarder *(500gp)*	0% None	80% 1d6	0% None	0% None	0% None	70% 1d4 ornamentals	30% 1d4 trinkets	5% any 2 *(1,500gp)*
C	Incidental *(700gp)*	0% None	0% None	15% 1d4	0% None	0% None	40% 1d6 gems	30% 1d6 trinkets	5% any 1 *(750gp)*
D	Hoarder *(1,000gp)*	0% None	80% 1d6	20% 1d4	0% None	0% None	80% 1d6 ornamentals	70% 1d4 trinkets	15% any 2 *(4,500gp)*
E	Raider *(1,250gp)*	80% 2d20	70% 3d6	0% None	0% None	0% None	60% 1d4 ornamentals	40% 1d4 trinkets	15% 1 sword, weapon, or armor; 15% 1 potion; 5% any 1 *(2,500gp)*
F	Incidental *(1,500gp)*	0% None	30% 1d4	0% None	15% 1d4	0% None	40% 1d6 gems	30% 1d4 jewelry	7% any 1 *(1,000gp)*
G	Raider *(2,000gp)*	70% 2d20	70% 3d6	50% 1d4	0% None	0% None	50% 1d6 ornamentals	50% 1d6 trinkets	25% 1 sword, weapon, or armor; 25% 1 potion; 10% any 1 *(5,500gp)*
H	Hoarder *(2,500gp)*	0% None	25% 1d6	70% 1d6	0% None	0% None	80% 1d6 gems	80% 1d6 trinkets	25% any 3 + 1 potion + 1 scroll *(19,000gp)*
I	Incidental *(3,250gp)*	0% None	25% 1d4	0% None	25% 1d6	0% None	50% 2d4 gems	40% 1d8 jewelry	20% any 1 *(3,000gp)*
J	Raider *(4,000gp)*	50% 3d6	70% 2d20	70% 1d8	0% None	0% None	50% 1d6 gems	50% 1d8 trinkets	50% 1 sword, weapon, or armor; 45% 1 potion; 20% any 1 *(11,000gp)*
K	Incidental *(5,000gp)*	0% None	0% None	30% 1d4	25% 1d6	0% None	25% 1d4 brilliants	50% 1d4 jewelry	40% any 1 *(6,000gp)*
L	Raider *(6,000gp)*	40% 3d6	60% 2d10	75% 3d6	0% None	0% None	60% 1d6 gems	40% 1d4 jewelry	75% 1 sword, weapon, or armor; 75% 1 potion; 30% any 1 *(16,500gp)*
M	Incidental *(8,000gp)*	0% None	0% None	25% 1d4	0% None	15% 1d4	30% 1d6 brilliants	50% 1d6 jewelry	30% any 2 *(9,000gp)*
N	Hoarder *(9,000gp)*	0% None	60% 1d8	60% 2d4	80% 1d6	0% None	80% 1d8 gems	80% 1d8 jewelry	50% any 4 + 1 potion + 1 scroll *(38,000gp)*
O	Raider *(12,000gp)*	30% 3d6	50% 3d6	60% 3d6	60% 2d6	0% None	30% 1d4 brilliants	60% 1d4 jewelry	75% 1 sword, weapon, or armor; 75% 2 potions; 50% any 2 *(27,000gp)*
P	Incidental *(17,000gp)*	0% None	0% None	0% None	30% 1d4	30% 1d4	40% 1d4 brilliants	30% 1d4 regalia	40% any 3 *(18,000gp)*
Q	Hoarder *(22,000gp)*	0% None	0% None	50% 1d8	80% 2d6	40% 1d4	60% 1d6 brilliants	80% 1d4 jewelry	1d4 potions; 1d4 scrolls; 50% any 6 *(65,000gp)*
R	Hoarder *(45,000gp)*	0% None	0% None	50% 1d6	60% 1d6	80% 1d8	70% 1d4 brilliants	60% 1d4 regalia	2d4 potions; 2d4 scrolls; 75% 1d3 of each other category (sword, armor, miscellaneous weapon, implement, miscellaneous item, ring) *(250,000gp)*



Treasure Type Table (Heroic)

	Treasure Type & Avg. Value	1000s Copper	1000s Silver	1000s Electrum	1000s Gold	1000s Platinum	Gems	Jewelry	Magic Items & Avg. Magic Item Value
A	Incidental *(275gp)*	30% 2d4	30% 1d3	0% None	0% None	0% None	30% 1d4 ornamentals	30% 1d4 trinkets	20% 1 common, 2% 1 uncommon *(150gp)*
B	Hoarder *(500gp)*	80% 4d4	80% 1d4	0% None	0% None	0% None	70% 1d4 ornamentals	30% 1d4 trinkets	50% 1 common, 25% 1 uncommon, 5% 1 rare *(1,500gp)*
C	Incidental *(700gp)*	35% 2d4	35% 1d3	10% 1d3	0% None	0% None	40% 1d6 gems	30% 1d6 trinkets	25% 1 common, 15% 1 uncommon, 2% 1 rare *(750gp)*
D	Hoarder *(1,000gp)*	80% 4d4	80% 1d4	20% 1d4	0% None	0% None	80% 1d6 ornamentals	70% 1d4 trinkets	50% 2d2 common, 50% 1 uncommon, 20% 1 rare *(4,500gp)*
E	Raider *(1,250gp)*	70% 2d10	60% 2d6	20% 1d4	10% 1d3	0% None	60% 1d4 ornamentals	40% 1d4 trinkets	50% 2d4 common, 25% 1d3 uncommon *(2,500gp)*
F	Incidental *(1,500gp)*	35% 2d4	35% 1d4	15% 1d3	10% 1d3	0% None	40% 1d6 gems	30% 1d4 jewelry	30% 1 common, 20% 1 uncommon, 3% 1 rare *(1,000gp)*
G	Raider *(2,000gp)*	70% 2d20	60% 3d6	30% 1d4	20% 1d3	0% None	50% 1d6 ornamentals	50% 1d6 trinkets	60% 2d6 common, 35% 1d4 uncommon, 10% 1 rare *(5,500gp)*
H	Hoarder *(2,500gp)*	80% 4d4	80% 1d8	50% 1d4	0% None	0% None	80% 1d6 gems	80% 1d6 trinkets	50% 2d6 common, 30% 1d8 uncommon, 25% 1d2 rare, 15% 1 very rare, 1% 1 legendary *(22,000gp)*
I	Incidental *(3,250gp)*	35% 2d4	35% 1d6	15% 1d6	15% 1d6	0% None	50% 2d4 gems	40% 1d8 jewelry	35% 2d2 common, 30% 1 uncommon, 4% 1 rare, 2% 1 very rare *(3,000gp)*
J	Raider *(4,000gp)*	80% 2d20	60% 3d6	50% 1d8	35% 1d6	0% None	50% 1d6 gems	50% 1d8 trinkets	70% 2d8 common, 50% 1d4 uncommon, 15% 1 rare, 5% 1 very rare *(11,000gp)*
K	Incidental *(5,000gp)*	35% 3d6	35% 1d8	20% 1d6	20% 1d6	0% None	25% 1d4 brilliants	50% 1d4 jewelry	45% 2d4 common, 35% 1 uncommon, 15% 1 rare, 3% 1 very rare *(6,000gp)*
L	Raider *(6,000gp)*	80% 3d20	60% 4d6	60% 1d8	50% 1d6	0% None	60% 1d6 gems	40% 1d4 jewelry	80% 2d8 common, 60% 1d4 uncommon, 25% 1 rare, 10% 1 very rare, 1% 1 legendary *(19,500gp)*
M	Incidental *(8,000gp)*	35% 7d6	35% 1d8	20% 1d6	20% 1d6	10% 1d2	30% 1d6 brilliants	50% 1d6 jewelry	50% 2d6 common, 40% 1 uncommon, 20% 1 rare, 5% 1 very rare, 2% 1 legendary *(14,000gp)*
N	Hoarder *(9,000gp)*	80% 5d6	80% 2d6	75% 2d4	60% 1d6	0% None	80% 1d8 gems	80% 1d8 jewelry	65% 2d8 common, 50% 1d10 uncommon, 35% 1d4 rare, 25% 1 very rare, 5% 1 legendary *(51,500gp)*
O	Raider *(12,000gp)*	80% 3d20	75% 5d6	70% 3d6	50% 2d6	0% None	30% 1d4 brilliants	60% 1d4 jewelry	90% 3d6 common, 70% 1d6 uncommon, 30% 1d2 rare, 15% 1 very rare, 5% 1 legendary *(41,500gp)*
P	Incidental *(17,000gp)*	35% 7d6	35% 1d8	30% 1d6	25% 1d4	25% 1d4	40% 1d4 brilliants	30% 1d4 regalia	50% 2d6 common, 50% 1d3 uncommon, 50% 1 rare, 10% 1 very rare, 5% 1 legendary *(31,500gp)*
Q	Hoarder *(22,000gp)*	80% 6d6	80% 4d6	80% 2d6	75% 2d4	30% 1d4	60% 1d6 brilliants	80% 1d4 jewelry	75% 3d6 common, 75% 2d6 uncommon, 50% 1d6 rare, 25% 1d2 very rare, 10% 1 legendary *(91,500gp)*
R	Hoarder *(45,000gp)*	80% 7d6	80% 5d6	80% 2d6	80% 2d4	75% 1d6	70% 1d4 brilliants	60% 1d4 regalia	95% 4d6 common, 95% 3d6 uncommon, 80% 2d6 rare, 75% 1d4 very rare, 50% 1d2 legendary *(440,000gp)*

TREASURE TYPE TABLE (GRITTY)

Treasure Type & Avg. Value		1000s Copper	1000s Silver	1000s Electrum	1000s Gold	1000s Platinum	Gems	Jewelry	Magic Items & Avg. Magic Item Value
A	Incidental *(275gp)*	30% 2d4	30% 1d3	0% None	0% None	0% None	30% 1d4 ornamentals	30% 1d4 trinkets	20% 1 common, 2% 1 uncommon *(150gp)*
B	Hoarder *(500gp)*	80% 4d4	80% 1d4	0% None	0% None	0% None	70% 1d4 ornamentals	30% 1d4 trinkets	50% 1 common, 25% 1 uncommon, 5% 1 rare *(1,500gp)*
C	Incidental *(700gp)*	35% 2d4	35% 1d3	10% 1d3	0% None	0% None	40% 1d6 gems	30% 1d6 trinkets	25% 1 common, 15% 1 uncommon, 2% 1 rare *(750gp)*
D	Hoarder *(1,000gp)*	80% 4d4	80% 1d4	20% 1d4	0% None	0% None	80% 1d6 ornamentals	70% 1d4 trinkets	50% 2d2 common, 50% 1 uncommon, 20% 1 rare *(4,500gp)*
E	Raider *(1,250gp)*	70% 2d10	60% 2d6	20% 1d4	10% 1d3	0% None	60% 1d4 ornamentals	40% 1d4 trinkets	50% 2d4 common, 25% 1d3 uncommon *(2,500gp)*
F	Incidental *(1,500gp)*	35% 2d4	35% 1d4	15% 1d3	10% 1d3	0% None	40% 1d6 gems	30% 1d4 jewelry	30% 1 common, 20% 1 uncommon, 3% 1 rare *(1,000gp)*
G	Raider *(2,000gp)*	70% 2d20	60% 3d6	30% 1d4	20% 1d3	0% None	50% 1d6 ornamentals	50% 1d6 trinkets	60% 2d6 common, 35% 1d4 uncommon, 10% 1 rare *(5,500gp)*
H	Hoarder *(2,500gp)*	80% 4d4	80% 1d8	50% 1d4	0% None	0% None	80% 1d6 gems	80% 1d6 trinkets	60% 2d6 common, 30% 1d8 uncommon, 25% 1d2 rare, 15% 1 very rare *(19,000gp)*
I	Incidental *(3,250gp)*	35% 2d4	35% 1d6	15% 1d6	15% 1d6	0% None	50% 2d4 gems	40% 1d8 jewelry	35% 2d2 common, 30% 1 uncommon, 4% 1 rare, 2% very rare *(3,000gp)*
J	Raider *(4,000gp)*	80% 2d20	60% 3d6	50% 1d8	35% 1d6	0% None	50% 1d6 gems	50% 1d8 trinkets	70% 2d8 common, 50% 1d4 uncommon, 15% 1 rare, 5% 1 very rare *(11,000gp)*
K	Incidental *(5,000gp)*	35% 3d6	35% 1d8	20% 1d6	20% 1d6	0% None	25% 1d4 brilliants	50% 1d4 jewelry	45% 2d4 common, 35% 1 uncommon, 20% 1 rare, 2% 1 very rare *(6,000gp)*
L	Raider *(6,000gp)*	80% 3d20	60% 4d6	60% 1d8	50% 1d6	0% None	60% 1d6 gems	40% 1d4 jewelry	85% 2d8 common, 60% 1d4 uncommon, 25% 1 rare, 10% 1 very rare *(16,500gp)*
M	Incidental *(8,000gp)*	35% 7d6	35% 1d8	20% 1d6	20% 1d6	10% 1d2	30% 1d6 brilliants	50% 1d6 jewelry	50% 2d6 common, 40% 1 uncommon, 25% 1 rare, 5% 1 very rare *(9,000gp)*
N	Hoarder *(9,000gp)*	80% 5d6	80% 2d6	75% 2d4	60% 1d6	0% None	80% 1d8 gems	80% 1d8 jewelry	75% 2d8 common, 60% 1d10 uncommon, 35% 1d4 rare, 25% 1 very rare *(38,000gp)*
O	Raider *(12,000gp)*	80% 3d20	75% 5d6	70% 3d6	50% 2d6	0% None	30% 1d4 brilliants	60% 1d4 jewelry	90% 3d6 common, 75% 1d6 uncommon, 35% 1d2 rare, 15% 1 very rare *(27,000gp)*
P	Incidental *(17,000gp)*	35% 7d6	35% 1d8	30% 1d6	25% 1d4	25% 1d4	40% 1d4 brilliants	30% 1d4 regalia	65% 2d6 common, 50% 1d3 uncommon, 35% 1 rare, 15% 1 very rare *(18,000gp)*
Q	Hoarder *(22,000gp)*	80% 6d6	80% 4d6	80% 2d6	75% 2d4	30% 1d4	60% 1d6 brilliants	80% 1d4 jewelry	95% 3d6 common, 85% 2d6 uncommon, 50% 1d6 rare, 25% 1d2 very rare *(65,000gp)*
R	Hoarder *(45,000gp)*	80% 7d6	80% 5d6	80% 2d6	80% 2d4	75% 1d6	70% 1d4 brilliants	60% 1d4 regalia	95% 4d6 common, 95% 3d6 uncommon, 80% 2d6 rare, 80% 1d4 very rare, 10% 1 legendary *(250,000gp)*

TREASURE SUB-TYPES

Some types of treasure — gems, jewelry, special treasures, and magic items — require additional rolls to determine exactly what's in the hoard. Magic items are complex enough to merit their own sections (p. 58 – 270). Gems, jewelry, and special treasures are detailed below.

GEMS

When gems are found, you can choose or roll for their value in gold pieces on the Gem Value table. You can determine one value for all the gems in a treasure hoard, divide the gems up into groups and determine different values for each group, or determine the value of each individual gem, as you prefer. The average value of gems is 200gp per gemstone.

GEM VALUE

Roll	Gem Value (gp)	Type
2d20	*avg. 30*	*Ornamental*
d100	*avg. 200*	*Gem*
d100+80	*avg. 4,000*	*Brilliant*
01-10	10	Azurite, hematite, malachite, obsidian, quartz
11-25	25	Agate, lapis lazuli, tiger eye, turquoise
26-40	50	Bloodstone, crystal, citrine, jasper, moonstone, onyx
41-55	75	Carnelian, chalcedony, sardonyx, zircon
56-70	100	Amber, amethyst, coral, jade, jet, tourmaline
71-80	250	Garnet, pearl, spinel
81-90	500	Aquamarine, alexandrite, topaz
91-95	750	Opal, star ruby, star sapphire, sunset amethyst, imperial topaz
96-100	1,000	Black sapphire, diamond, emerald, jacinth, ruby
101-110	1,500	Amber with preserved extinct creatures, whorled nephrite jade
111-125	2,000	Black pearl, baroque pearl, crystal geode
126-145	4,000	Facet cut imperial topaz, flawless diamond
146-165	6,000	Facet cut star sapphire or star ruby
166-175	8,000	Flawless facet cut diamond, emerald, jacinth or ruby
176-180	10,000	Flawless facet cut black sapphire or blue diamond

Gems appearing in a treasure hoard might be specified to be ornamentals or brilliants. Ornamentals have a value between 10 – 50gp (average 30gp), and can be randomly generated by rolling 2d20 on the Gem Value table. Brilliants are between 500 – 10,000gp (average 4,000gp), and can be randomly generated by rolling 1d100 + 80. The Treasure Type table uses the most valuable gems to minimize the number of rolls on the gem sub-table for Judges who are randomizing each separately; if you want to create a hoard consisting of more lower value gems, you can convert each brilliant to 20 gems, and each gem to 7 ornamentals.

EXAMPLE: The Judge's results for TT Q indicate that 3 brilliants are present in a hoard. Seeing that their average value is 4,000gp each, the Judge could actually place this 12,000gp in gems as one 8,000gp flawless facet cut diamond, two 1,000gp rubies, four 250gp pearls, and one hundred 10gp quartz crystals, for instance – or any other combination desired.

JEWELRY

Jewelry can vary in value in a similar manner to gems. You can choose or roll for the value of jewelry in a treasure hoard on the Jewelry Value table. The average value of jewelry is 1,000gp per piece.

JEWELRY VALUE

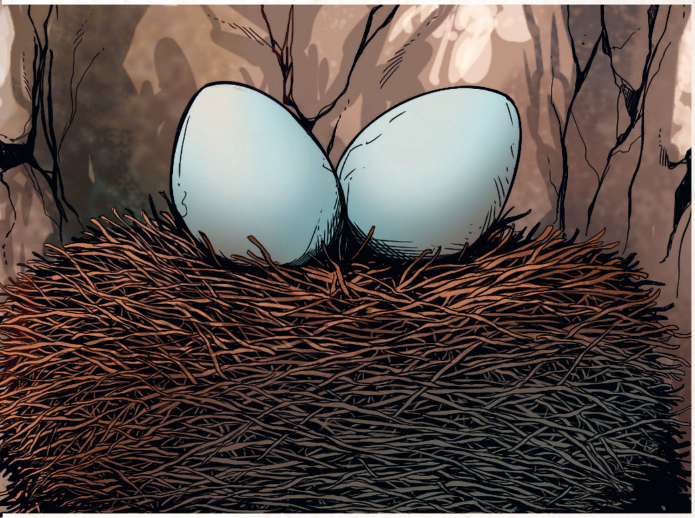
Roll	Jewelry Value (gp)	Type
2d20	*avg. 225*	*Trinket*
d100	*avg. 1,000*	*Jewelry*
d100+80	*avg. 12,000*	*Regalia*
01-10	2d20	Bone, scrimshaw, beast parts
11-25	2d10 × 10	Glass, shells, or wrought copper, brass, or bronze
26-40	2d4 × 100	Fine wood, porcelain, or wrought silver
41-70	2d6 × 100	Alabaster, chryselephantine, ivory, or wrought gold
71-80	3d6 × 100	Carved jade or wrought platinum
81-95	1d4 × 1,000	Wrought orichalcum, silver studded with turquoise, moonstone, or opal
96-100	2d4 × 1,000	Silver studded with jet, amber, or pearl
101-125	3d4 × 1,000	Gold studded with topaz, jacinth, ruby
126-145	2d8 × 1,000	Platinum studded with diamond, sapphire, emerald
146-155	3d6 × 1,000	Electrum or silver pendant with pearls and star rubies
156-165	2d20 × 1,000	Gold or platinum with diamonds and sapphires
166-175	1d4 × 10,000	Gold encrusted with flawless facet cut diamonds
176-180	1d8 × 10,000	Platinum encrusted with flawless black sapphires or blue diamonds

Jewelry appearing in a treasure hoard might be specified to be trinkets or regalia. Trinkets have values of 2 – 800gp (average 225gp), and can be randomly generated by rolling 2d20 on the Jewelry Value table. Regalia values range from 1,000 – 80,000gp (average 11,000gp) and can be randomly generated using 1d100 + 80. The treasure charts give jewelry treasures using the most valuable unit of jewelry for the convenience of randomizing each one separately; if you want to use average values to generate a larger quantity of jewelry, you can convert each piece of regalia to 12 pieces of jewelry, each of which may be in turn converted to 4 trinkets.

Scepter of Sacred Power

SPECIAL TREASURES

Not all treasure should be coin, gems, and jewelry. Ancient cities might hold terracotta pottery or rare dyes and pigments. The tombs of ancient kings might have trinkets of carved ivory. Goblin raiders might have captured spices, silk, or rare furs. Prisoners might be present who can be freed for reward, ransomed, or even sold or used as conscript labor by the unscrupulous. These items are called **special treasures**.



To include special treasures in a hoard, first calculate the treasure normally and divide it into lots: 1 piece of jewelry, 1 gem, or 1,000 coins is a lot. Then roll on the table below for each lot of coin, gems, and jewelry and substitute the special treasure rolled for that lot of coin, gems, or jewelry.

EXAMPLE: The Judge has just generated a Type L treasure on the Treasure Type (Classic) table. The hoard consists of 4,000cp; 3,000sp; and 4 pieces of jewelry. The Judge wants to place special treasure, so he converts this into 4 lots of copper, 3 lots of silver, and 4 lots of jewelry. Rolling for the copper lots, the Judge gets a "19", "10", "16", and "15". Three copper lots stay as coin, while one is replaced by 1d3 barrels of preserved meat. Rolling for the silver lots, the Judge gets a "5," "12," and "17," and replaces one of the three lots with 1d2 sacks of loose herbs. Further rolls indicate that 2 pieces of jewelry become rich fur capes. The Judge makes further sub-rolls, and the final treasure is 3,000cp; 2,000sp; 1 barrel of preserved meat (5gp, 5 stone); 2 sacks of loose herbs (75gp, 5 stone each); 2 pieces of jewelry worth 1,100gp each; and 2 rich fur capes worth 800gp and 1,200gp respectively.

Many of the items appearing as special treasures are designed to be congruent with the types of merchandise appearing on the Merchandise tables in ***ACKS II RR*** Chapter 8. Players who are not interested in using the mercantile trading system described in that chapter to maximize the return they achieve from selling special treasures are under no obligation to do so. The value listed for a special treasure is its base value as a trade good, or the base ransom or slave value in the case of a captive, and in general each can be sold for that amount without further thought. However, you are within your rights to decide that a special treasure sells for less, or cannot be sold at all, in a market where the demand for that type of merchandise is low. And players might get inspired to pursue mercantile ventures after observing a merchant's barely-disguised glee when they sell a special treasure for its base value in a market where demand is high!

SPECIAL TREASURE PER 1,000CP

Roll	Special Treasure (roll 1d20 per 1,000cp)
1	2d20 bags of grain or vegetables, worth 5sp each (4 stone each)
2	4d6 × 10 bricks of salt, worth 7cp each (1/2 stone each)
3	2d10 amphorae of beer, worth 1gp each (7 stone each)
4	6d6 crates of terra–cotta pottery, worth 0.5gp each (3 3/6 stone each)
5	2d10 bundles of hardwood logs, worth 1gp each (6 stone each)
6	2d10 amphorae of wine and spirits, worth 1gp each (5 stone each)
7	4d20 wheels of cheese, worth 25cp each (1/2 stone each)
8	2d6 amphorae of oil or sauce, worth 1.5gp each (5 stone per jar)
9	1d3 amphorae of preserved fish, worth 4.5gp each (10 stone each)
10	1d3 small amphorae of preserved meat, worth 5gp each (5 stone each)
11	1d2 crates of glassware, worth 7.5gp each (5 stone each)
12	3d6 ingots of common metals, worth 1gp each (1/2 stone each)
13	2d4 bundles of rare wood, worth 2gp each (1 stone each)
14-19	1,000 copper pieces
20	100 silver pieces

SPECIAL TREASURE PER 1,000EP

Roll	Special Treasure (roll 1d20 per 1,000ep)
1	5,000 silver pieces
2	2d100 bottles of fine wine, worth 5gp each (1 stone per 5 bottles)
3	3d12 rugs of common fur pelts (such as beaver, fox, and rabbit) worth 2d4 × 5gp each (1 stone per 25gp value)
4	2d4 × 500 common bird feathers (such as goose, owl, or swan) worth 1d3sp each (1 stone per 150 feathers)
5	3d4 bundles of large common fur pelts (such as black bear, hyena, or wolf) worth 1d8 × 15gp each (1 stone per 30gp value)
6	1d12 uncommon animal antlers, horns, and tusks (such as saber–tooth tiger) worth 3d4 × 10gp each (1 stone per 40gp value)
7	1d4 collections of common books worth 1d3 × 100gp each (1 stone per 40gp)
8	1d3 bundles of large uncommon fur pelts (such as ape, lion, or polar bear) worth 2d4 × 50gp each (1 stone per 50gp value)
9	1d3 captured or enslaved craftsmen or merchants, worth 1d4 × 100gp each (15 stone each if unconscious)
10-19	1,000 electrum pieces
20	500 gold pieces

SPECIAL TREASURE PER 1,000SP

Roll	Special Treasure (roll 1d20 per 1,000sp)
1	10,000 copper pieces
2	2d6 bundles of common fur pelts (such as beaver, fox, or rabbit), worth 15gp each (3 stone each)
3	1d6 roll of woven textiles, worth 30gp (4 stone)
4	1d3 jars of dyes and pigments, worth 50gp each (5 stone each)
5	1d2 bags of loose herbs, worth 75gp each (5 stone each)
6	1d2 bags of clothing, worth 75gp each (5 stone each)
7	1d2 crates of tools, worth 75gp each (5 stone each)
8	1 crate of armor and weapons, worth 110gp (5 stone)
9	4d8 common animal antlers, horns, and tusks (such as boar, bull, or ram) worth 1d10gp each (1 stone per 10gp value)
10	1d4 captured or enslaved laborers, worth 40gp each (15 stone each if unconscious)
11	1 captured or enslaved domestic servant, worth 100gp (15 stone if unconscious)
12-19	1,000 silver pieces
20	100 gold pieces

SPECIAL TREASURE PER 1,000GP

Roll	Special Treasure (roll 1d20 per 1,000gp)
1	10,000 silver pieces
2	1 metamphora of preserved special components, worth 5d6 × 60gp (1 stone per 60gp value)
3	1d6 fresh monster carcasses, with special components worth 1d10 × 50gp each (1 stone per 60gp value)
4	1d12 × 12 monster feathers (such as griffon, hippogriff, or roc), worth 3d6gp each (1 stone per 80gp value)
5	1d8 monster horns and tusks (such as basilisk, dragon, or wyvern) worth 1d8 × 50gp each (1 stone per 80gp value)
6	1d3 bundles of rare fur pelts (such as ermine, mink, or sable), worth 2d4 × 100gp each (1 stone per 100gp value)
7	2d20 pieces of elephant ivory, worth 4d4 × 10gp each (1 stone per 100gp value)
8	1d3 stuffed and mounted trophies, worth 2d4 × 100gp each (1 stone per 100gp value)
9	4d4 amphorae of spices, worth 100gp each (1 stone each)
10	1d3 crates of fine porcelain, worth 500gp each (5 stone each)
11	4d10 ingots of precious metals, worth 50gp each (1/2 stone each)
12	4d6 rugs of large common fur (such as black bear, hyena, or wolf), worth 1d4 × 30gp each (1 stone per 150gp value)
13	1 captured equerry or lady–in–waiting or enslaved hetaera or odalisque, worth 2d4 × 200gp (15 stone if unconscious)
14-19	1,000 gold pieces
20	200 platinum pieces

SPECIAL TREASURE PER 1,000PP

Roll	Special Treasure (roll 1d20 per 1,000pp)
1	5,000 gold pieces
2	4d6+1 rolls of silk, worth 333gp each (1 stone each)
3	6d10 rare books, worth 150gp each (1 stone per 2 books)
4	5d10 capes of common fur (such as beaver, fox, and rabbit), worth 1d6 × 50gp each (1 stone each)
5	2d6+1 rugs of large uncommon fur (such as ape, lion, or polar bear), worth 1d4 × 250gp each (1 stone per 250gp value)
6	2d12 pieces of rare horn or tusk (such as rhino or yali), worth 1d4 × 150 each (1 stone per 450gp value)
7	2d8 coats of common fur (such as beaver, fox, and rabbit), worth 1d6 × 150gp each (1 stone each)
8	4d4 pieces of unicorn or narwhal ivory worth 2d4 × 100gp each (1 stone per 1,000gp value)
9	1 captured squire or damsel or enslaved gladiator or concubine, worth 2d4 × 1,000gp (15 stone if unconscious)
10-20	1,000 platinum pieces

SPECIAL TREASURE PER ORNAMENTAL (30GP)

Roll	Special Treasure (roll 1d12 per Ornamental)
1	1d12 silver arrows, each worth 5gp
2	1d12 pouches of lungwort or willowbark, worth 5gp each (1/6 stone each)
3	1d6 pouches of birthwort, comfrey, goldenrod, or woundwort, worth 10gp each (1/6 stone each)
4	1d6 pouches of aloe, belladonna, bitterwood, blessed thistle, or wolfsbane, worth 10gp each (1/6 stone each)
5	1d4 pouches of horsetail, worth 15gp each (1/6 stone each)
6	1d2 vials of holy water, worth 25gp each (1/6 stone each)
7-12	1 ornamental

SPECIAL TREASURE PER GEM (200GP)

Roll	Special Treasure (roll 1d10 per Gem)
1	1 set of expanded thieves' tools, worth 200gp (1/6 stone)
2	1d4 sets of engraved teeth, worth 2d6 × 10gp each (1/6 stone each)
3	1d3 vials of rare perfume, worth 1d6 × 25gp each (1/6 stone each)
4	2d10 sticks of rare incense, worth 5d6gp each (1 stone per 100 sticks)
5-10	1 gem

SPECIAL TREASURE PER BRILLIANT (4,000GP)

Roll	Special Treasure (roll 1d8 per Brilliant)
1	2d20 jade carvings of heroes, monsters, and gods, worth 200gp each (1/6 stone per 6 carvings)
2	1d4 sets of superior thieves' tools, worth 1,600gp each (1/6 stone each)
3	2d4 opal cameo portraits of historical figures and aristocrats, worth 800gp each (1/6 stone per 6 portraits)
4	1d6 amethyst cylinder seals depicting religious scenes, worth 1,200gp each (1/6 stone per 6 seals)
5-8	1 brilliant or 4d8 gems

SPECIAL TREASURE PER TRINKET (225GP)

Roll	Special Treasure (roll 1d10 per Trinket)
1	3d6 bone fetishes and figurines, each worth 2d20gp (1/6 stone each)
2	2d6 glass eyes, lenses, or prisms, each worth 1d6 × 10gp (1/6 stone each)
3	1d4 items of masterwork quality, worth 70 + 5d6gp each (1/6 stone each)
4	1d4 silver holy/unholy symbols, each worth 2d8 × 10gp (1/6 stone each)
5-10	1 trinket (1/6 stone)

SPECIAL TREASURE PER JEWELRY (1,000GP)

Roll	Special Treasure (roll 1d10 per Jewelry)
1	1d8 trinkets (1/6 stone each)
2	1 cape of large animal fur (such as black bear, hyena, or wolf), worth 2d4 × 200gp (1 stone each)
3	1d10 vials of common poison (animal venom or plant toxin) worth 2d6 × 25gp each (1/6 stone each)
4	1d3 statuettes, worth 1d10 × 100gp each (1 stone per 1d3 statuettes)
5	1d2 items of masterwork quality, worth 2d6 × 100gp each (1/6 stone each)
6-10	1 piece of jewelry (1/6 stone)

SPECIAL TREASURE PER REGALIA (12,000GP)

Roll	Special Treasure (roll 1d12 per regalia)
1	4d8 pieces of jewelry (1/6 stone each)
2	1d6 capes of rare animal or monster fur (such as ermine, mink, sable, or chimera), worth 1d6 × 1000gp each (1 stone each)
3	1d4 coats of large common or uncommon animal fur (such as bears or great cats), worth (1d6 + 1) × 1000gp each (1 stone each)
4	2d10 vials of rare poison (animal venom or plant toxin) worth 4d4 × 100gp each (1/6 stone each)
5	2d10 alabaster and jet game pieces with jeweled eyes, worth 3d6 × 100gp each (1/6 stone per 6 game pieces)
6	1 coat of rare animal or monster fur (such as ermine, mink, sable, or chimera), worth 2d10 × 1000gp (1 stone)
7	1d8 carved ivory figurines, worth 1d4 × 1000 each (1/6 stone per 6 figurines)
8	1d4 platinum reliquaries with crystal panes, worth 1d8 × 1000gp each (1/6 stone per 6 reliquaries)
9-12	1 regalia (1/6 stone)

MAGIC ITEMS

Magic items are the other, even more alluring element of treasure hoards. While characters are only awarded experience points for recovering and keeping magic items equal to the item's apparent value, they are highly sought-after nonetheless, as they grant bonuses and special abilities that can give parties a survival edge when they venture into ever more dangerous locations and face mightier monsters.

IDENTIFYING MAGIC ITEMS

Identifying that an item is magical is relatively straightforward – often the fact that the item is well-preserved when the other items around it are decayed and rusted will be enough. Even the most mundane-looking item can be revealed by a *discern magic* spell.

Identifying what an item is, however, is far more challenging. Depending on their class, level, proficiencies, and hirelings, the player characters might be able to employ some or all of the following methods to identify or at least partly identify an item.

- Any character in the possession of an item with permanent properties that are triggered on use or wear can discover those properties simply by equipping the item and experiencing the effect. He cannot, however, identify other properties of the item (if any) that might require command words or special circumstances. If the item is cursed, the curse will take effect when the character triggers the effect.
- Any character can identify a potion by sipping it to momentarily experience its effect. However, if the potion is poison or cursed, the poison or curse will take effect when the character sips it.
- A character proficient with a weapon, shield, or suit of armor can identify its magical bonus (if any) by using it in deadly combat for one round or by dedicating one day to training with it. He cannot, however, identify other properties of the item (if any) such as special abilities, charges, or command words. If the item is cursed, the curse will take effect at the same time as (or in lieu of) the character learning the weapon's bonus.
- Any character literate in the appropriate language can identify a scroll for what it is, and, if a spell scroll, how many spells it contains and which spells those are. A character reading a scroll for purposes of identification risks the effects of a cursed scroll activating.
- A character proficient in Alchemy can identify a potion by examining its clarity, hue, odor, and viscosity for one turn (10 minutes) and making a successful Alchemy proficiency throw. (If the character fails, he cannot try again on that potion until he has gained a level.)
- A character proficient in Arcane Dabbling can trigger the effects of a miscellaneous magic item, ring, rod, staff, or wand usable by mages by making a successful proficiency throw. However, the character does not learn the effect until after he has triggered it, and on an unmodified roll of 1-3, the effect backfires. The actual command word and charges are not revealed.
- A character proficient in Loremastery can recognize a very rare or legendary magical item and discern its general method of use by examining it for one turn (10 minutes) and making a successful proficiency throw. He cannot, however, recognize common, uncommon, or rare items; deduce command words or obscure methods of use; distinguish trapped or cursed items from safe ones; or assess the specific bonus or number of charges remaining in an item. (If the character fails, he cannot try again on that item until he has gained a level.)
- A character proficient in Magical Engineering can recognize a common, uncommon, and/or rare magical item and discern its general method of use by examining it for one turn (10 minutes) and making a successful proficiency throw. He cannot, however, recognize very rare or legendary magical items; deduce command words or obscure methods of use; distinguish trapped or cursed items from safe ones; or assess the specific bonus or number of charges remaining in an item. (If the character fails, he cannot try again on that item until he has gained a level.)
- A character with at least 5 caster levels or the Loremastery proficiency can identify any magic item by conducting magic research (see ***ACKS II Revised Rulebook*** p. 388). A successful magical research throw reveals the item's exact charges, command words, and/or other properties.

When identifying magic items, a character cannot re-roll a failed throw until he gains a level of experience or discovers more information about the item's properties or maker.

Note that the list above represents only mechanical (rules-based) methods of identifying items. The player characters can and should be able to interrogate prisoners, read captured spellbooks, closely examine wall markings, and undertake other tasks in the game world to aid their identification of an item. For instance, if an enemy mage with a **wand of fireballs** is captured, interrogating the mage might reveal the item's properties and command word without recourse to expensive magic research. Of course, the mage might lie, or conceal certain properties or curses, etc. Such are the ambiguities that make adventure interesting!

USING MAGIC ITEMS

In order to use a magic item, a character must follow any procedures indicated in the item's description. Some magic items are always in effect, but others may require special actions or concentration. Some magic items have limited uses, called "charges." When items have charges, each charge can be spent for one instance of magical effect. A character will not know how many charges an item has unless he identified the item with Magic Research. When the charges are all spent the item becomes useless and non-magical. Most charged items cannot be recharged.

BUYING AND SELLING MAGIC ITEMS

In any campaign, adventurers will seek to buy and sell magic items. Whether this is possible is entirely up to you based on the characteristics of your campaign setting.

In the Auran Empire campaign setting, buying and selling magic items is possible but difficult. The market for magic items is legally monopolized by the Tower of Knowledge and the various Empyrean Temples. The small number of buyers and sellers makes the market illiquid and inefficient. Most magic items found by adventurers were created long ago, and are of dubious origin and uncertain ownership history, which drives their price down. The majority of new magic items created tend to be for a mage's personal use and research, or commissioned pieces created for exceptionally wealthy patrons. Thus, magic items are generally available for sale only in small quantities, even in large markets. Buyers are kept scarce by high costs and uncertain provenance.

Buying and selling magic items in the Auran Empire, or similar campaign settings with similar metaphysical and economic constraints, can be adjudicated using the Magic Item Transactions by Rarity and Magic Item Availability by Type tables, detailed below.

The Magic Item Transactions by Rarity table shows the maximum number of magic items of each rarity that can be sold in a market each month. The transactions are per market and cannot be exceeded even if the campaign has multiple characters or parties transacting. If rival sellers are both dumping magic items on the market, assume transactions occur on a first-offered first-sold basis, though sellers who offer discounts might be prioritized, at your discretion. Venturers who use their Mercantile Networks are actually "borrowing" demand, either from nearby markets or future sales. In typical campaigns focused on one party, you can ignore such concerns. Campaigns with multiple parties operating in multiple markets over many months may warrant additional limits outside the scope of these rules.

Designer's Note: When it comes time to sell magic items, adventurers just want to know how many they can offload at what price. The Magic Item Transactions by Rarity table lets the Judge quickly adjudicate just that, without having to worry about exactly who wants to buy specific types of items for what purpose. Within the setting, most magic items just get sold to the Tower of Knowledge for use as components for magic research into other items. Mathematically, the amount of divine power and monster parts available is insufficient to match the NPC spellcaster's research rates, so magic item "recycling" is a constant necessity for them.

If you want to limit the volume of sales, you can reasonably assume that the demand is already being met by other sellers. The Equipment Availability by Market Class table in the ***Revised Rulebook*** already assumes that availability per party is only 10% of the availability per market, which is a convenient benchmark to use. Just divide the number or percentages above by 10!

The Magic Item Availability by Type table shows the number of magic items of each type that can be bought in a market each month. The availabilities are per market. You can determine the exact items available in each market when and how you prefer. For instance, you can carefully hand-place specific items for sale at each market at the start of the campaign; roll randomly on the Magic Item Tables during campaign preparation; dynamically roll during a session when adventurers enter a market and attempt to purchase items of a particular type; or any combination thereof.

It's up to you whether the items for sale change each month. If you want them to change over time, the Designer's Note below offers some insight into the likely turnover. Often it's easier to assume items remain for sale until the adventurers purchase them or in-game events dictate otherwise.

Magic Item Transactions by Rarity

Magic Item Rarity	Class I	Class II	Class III	Class IV	Class V	Class VI
Common (1,000gp or less)	60	15	8	3	1	25%
Uncommon (1,001 - 5,000gp)	54	13	6	2	70%	20%
Rare (5,001 - 25,000gp)	22	6	3	1	30%	8%
Very Rare (25,001 - 100,000gp)	10	3	1	33%	15%	5%
Legendary (100,001gp +)	1	25%	12%	3%	1%	-

Magic Item Availability by Type

Item Type	Class I	Class II	Class III	Class IV	Class V	Class VI
Potion	44	11	6	2	60%	20%
Ring	2	45%	20%	5%	2%	1%
Scroll	82	21	10	3	1	33%
Implement	9	2	1	25%	10%	3%
Miscellaneous Weapon	2	55%	25%	7%	3%	1%
Sword	2	55%	25%	7%	3%	1%
Miscellaneous Item	4	1	50%	15%	5%	2%
Armor & Shield	2	55%	25%	7%	3%	1%

Designer's Note: If you roll on the Magic Item Tables for each item by its type, the distribution of items produced in each market by the Magic Item Availability by Type table will largely mirror the distribution produced by the Magic Item Transactions by Rarity table. For instance, if you roll for 44 potions, 2 rings, 82 scrolls, 9 implements, 2 miscellaneous weapons, 2 swords, 4 miscellaneous items, and 2 armors (147 items), you will average around 60 common, 54 uncommon, 22 rare, 10 very rare, and 1 legendary items (147 items). (We fudged a little bit on scrolls because treasure maps aren't included.)

This symmetry between the tables means you can actually stock your markets using the Magic Item Transactions by Rarity table if you prefer. Why, then, do we recommend stocking your markets using the Magic Item Availability by Type table? Because doing so better matches the actual stock and flow of the "magic economy" of the game world.

To build the game's "magic economy," we researched the average lifespan, average duration of ownership, and average number of owners for a variety of high-value real-world assets such as residential housing, automobiles, private jets, yachts, fine art, jewelry, and rare wines and liquors. That data allowed us to estimate how long various assets remained in circulation before being destroyed or lost to casualty, and how often during their lifespans they changed hands. That, in turn, allowed us to calculate the number of magic items that would go on sale each month given some number in existence.

Simultaneously, we calculated the amount of spellcasters in the setting, the amount of magic research they were capable of performing, and the supply of divine power and special components available to utilize that research rate. That let us calculate how many items could be constructed each year as well as how many had to be deconstructed to make up for the gap between research rate and material available. Putting it altogether enabled us to build a steady-state magical economy.

We calculated that in the Auran Empire setting there are about 1,572,000,000gp worth of magic items constructed per year; 1,040,000,000gp worth consumed or deconstructed each year; and 532,000,000gp worth consumed, destroyed, or lost each year. Potions and scrolls are manufactured and consumed in high quantities (117,000 potions and 175,000 scrolls per year), making up 92% of the magic economy. About 850 implements are manufactured per year, with a lifespan of 5.5 years. Only 337 permanent items are manufactured each year, but these have an average lifespan of 125 years before being irretrievably lost, sundered, etc. so there are many in existence – around 42,000 worldwide. Permanent items change hands only about once every 12 to 13 years, with only about 3,300 going on sale in any given year.

That would imply that the average number of permanent items for sale each month is only about 1 / 150th the total amount in the game world. However, in the real world it can take months for high-value items to sell. Following that data led us to calculate that armors, swords, and weapons take 1.5 to 2 months to sell; implements and rings take 2.5 to 3 months to sell; and miscellaneous items take 3.5 months to sell. There are therefore more miscellaneous items for sale at once relative to the number in the game world, simply because it takes a while for those that get put for sale to actually be sold.

Overall, most items on the market are "new" potions and scrolls created within the last month. The small fraction of permanent items on the market are largely "pre-owned" antiques, heirlooms, and so on. If the disproportionate number of potions and scrolls surprises you, keep in mind that there are around 17,500 casters capable of brewing potions and scribing scrolls, and only about 380 capable of making permanent items – even when every high-level spellcaster uses assistants, it still leaves most casters doing lesser work.

Market Price of Magic Items

Adventurers can buy pre-existing magic items for a market price equal to 225% base cost. Adventurers can sell magic items they created to the Tower at a market price equal to twice base cost. Adventurers can sell identified magic items found, discovered, looted, or otherwise acquired to the Tower of Knowledge (or your campaign's equivalent thereof) at a market price equal to base cost.

The difference in market price reflects the difference in value between an item of known make and authenticity and an item of dubious origin and uncertain ownership history. Adventurers can sell items at less than market price in order to increase their chance or volume of sale.

Magic Item Transaction by Market Class

Transaction	Market Price
Commission New Item	Base Cost ×3
Buy Pre-Existing Item	Base Cost ×2.25
Sell Created Item	Base Cost ×2
Sell Acquired Item	Base Cost

A wand with many powers and few charges is like a venture with few assets and many debts.

Opelenean Adage

Commissioning Magic Items

On occasion, adventurers might commission powerful spellcasters to create magic items on their behalf. Spellcasters powerful enough to create magic items for hire can generally only be found in Class I and II markets or through adventures. The advantage to commissioning a magic item is that the item can be made exactly to the adventurer's specification. The disadvantages are cost and time. The adventurer commissioning the item will be responsible up front for paying the material cost and either paying the component cost or providing the required special components. If the spellcaster successfully completes the item, the adventurer will then be charged the research cost. The total cost will thus be three times the base cost!

EXAMPLE: Marcus hires a mage to create a suit of **plate armor +3** (base cost 35,000gp). After describing the elaborate appearance he demands, Marcus pays 35,000gp for the armor's material cost. He also delivers the special component, the iron fragments of golems worth 35,000gp, to the mage. When the mage completes the armor, Marcus pays him the research cost of 35,000gp. In all the armor has cost 105,000gp.

Designer's Note: The economically astute reader will already have noticed that magic items cost thrice their base cost to create, but (unless commissioned) only sell for 225% their base cost. This suggests that the majority of magical items are sold at a loss. However, this is not really the case. If you compare the monthly research rate for a spellcaster to the salary of an NPC of the same level, you will see that the monthly research rate is approximately four times the spellcaster's expected salary. Therefore a spellcaster who sells the items he makes for 225% of their base cost are fully recouping their hard costs and earning a level-appropriate income for the time spent. A spellcaster who sells his items for 300% of their base cost is actually earning more than the norm.

Moreover, there is empirical evidence that magic items would be sold for less than their full cost. That evidence comes from MMORPGs! In such games, just as in ***ACKS***, "crafters" spend time and money to create items in order to gain experience, then sell those items in various in-game marketplaces. The developers of these MMORPGs have, mostly to their surprise, created functioning markets for goods and services that are nowadays studied (and sometimes supervised) by economists. Surprisingly, in every MMORPG that has ever existed, economists have found that crafters usually sell the items they create at a loss; that is, the price that players charge for the items they create in an MMORPG almost never covers the actual cost of the player's time and resources in making it (especially considering the opportunity cost of crafting vs grinding).

The reason for this seemingly bizarre discrepancy is that crafters aren't creating items primarily for profit, they are creating items primarily to "level up" in crafting, because that is the best way to become able to craft better items. This is, of course, the exact equivalent of the campaign XP that spellcasters earn from magic research in ***ACKS***. Because the incentives are identical in both cases, we believe that the magic economy of a fantasy world governed by the ***ACKS*** rules would be similar to the magic items economy that has emerged repeatedly in MMORPGs. We therefore assume most spellcasters are happy to sell the items they've made at a price just high enough to cover their "hard" expenses (material and component cost) and a reasonable salary.

MAGIC ITEM TABLES

You, the Judge, are free to use either the Classic, Heroic, or Gritty Treasure tables, as desired for your campaign. Magic items are presented in the ***Treasure Tome*** on a series of subtables, usable with either set of treasure tables: a Classic magic sword may be anything from an uncommon **sword +1** to the legendary **sword of fortune**, while a Heroic or Gritty rare item may be anything from a **polearm +2, Thrassian** to a **crucible of eager flame**. Some combinations of type and rarity have multiple subtables to allow for an appropriate variety of results while retaining the convenient d100 die size, rather than roll d200, d300, or similar. Whichever set of tables you use, do not inform your players the rarity of the table an item comes from. Players wishing to identify an item should do so within the bounds of the game and role-playing, rather than having a strong suspicion that a ring from the Uncommon Rings table is cursed, as much of that table is, or the certainty that an apparent **sword +2** found on the Very Rare Swords table has additional powers due to the value an item must have to be of that rarity. In addition to being identified as such in their full descriptions, **cursed** items are marked on the magic item tables with a '^'. Some items have several variations, ranging in scope of power or frequency of use beyond variance in number of charges; such items are marked with a '*', with further details found in the item description.

When the tables indicate swords, other weapons, or armor with no further details than the item's permanent bonus you may consult the **Arms and Armor** section (p. 51) to determine the precise type of equipment found, as appropriate for your campaign's setting.

MAGIC ITEM TABLES (CLASSIC)

Some Classic Treasure table results directly indicate the type of the item; for these, roll on the appropriate table. Other results are for an item of any type; for these, roll on the Random Magic Item type table. Lastly, some results indicate the presence of a sword, weapon, or armor; for these, the item has an equal chance of belonging to each of those three categories; after determining which, roll on the appropriate table.

RANDOM MAGIC ITEM TYPE

D100	Magic Item Type
01-20	Potions
21-25	Rings
26-56	Scrolls
57-61	Implements
62-66	Miscellaneous Items
67-87	Swords
88-92	Miscellaneous Weapons
93-100	Armor

POTIONS

D100		Potion Subtable
01-19		Common Potions 1
20-38		Common Potions 2
39-57		Common Potions 3
58-71		Uncommon Potions 1
72-85		Uncommon Potions 2
86-99		Uncommon Potions 3
100	01-16	Uncommon Potions 1
	17-33	Uncommon Potions 2
	34-50	Uncommon Potions 3
	51-100	Very Rare Potions

RINGS

D100	Ring Subtable
01-05	Uncommon Rings
06-25	Rare Rings 1
26-45	Rare Rings 2
46-96	Very Rare Rings
97-100	Legendary Rings

SCROLLS

D100		Scroll Subtable
01-38		Common Scrolls
39-80		Uncommon Scrolls
81-96		Rare Scrolls
97-99		Very Rare Scrolls
100	01-75	Very Rare Scrolls
	76-100	Legendary Scrolls

IMPLEMENTS

D100	Implement Subtable
01-32	Rare Implements 1
33-64	Rare Implements 2
65-75	Very Rare Implements 1
76-86	Very Rare Implements 2
87-97	Very Rare Implements 3
98-100	Legendary Implements

MISCELLANEOUS ITEMS

D100	Miscellaneous Item Subtable
01-02	Common Miscellaneous Items
03-06	Uncommon Miscellaneous Items
07-11	Rare Miscellaneous Items 1
12-16	Rare Miscellaneous Items 2
17-21	Rare Miscellaneous Items 3
22-26	Rare Miscellaneous Items 4
27-31	Rare Miscellaneous Items 5
32-61	Very Rare Miscellaneous Items 1
62-91	Very Rare Miscellaneous Items 2
92-100	Legendary Miscellaneous Items

SWORDS

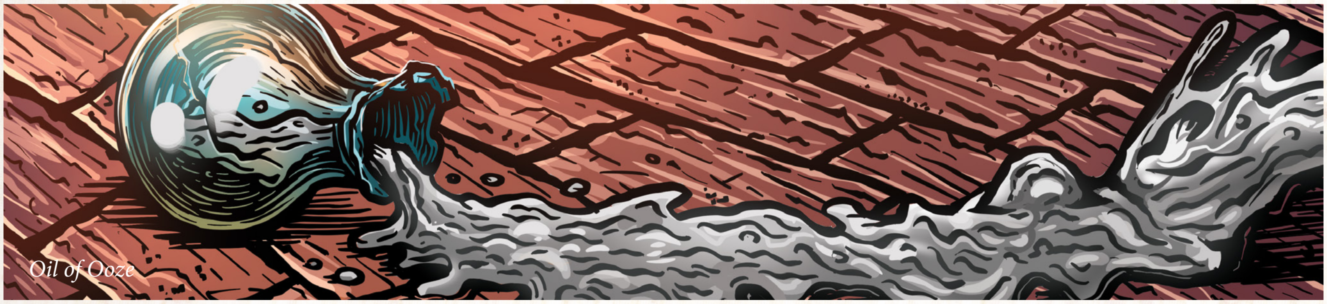
D100	Sword Subtable
01-50	Uncommon Swords
51-84	Rare Swords
85-99	Very Rare Swords
100	Legendary Swords

MISCELLANEOUS WEAPONS

D100	Miscellaneous Weapon Subtable
01-50	Uncommon Miscellaneous Weapons
51-84	Rare Miscellaneous Weapons
85-99	Very Rare Miscellaneous Weapons
100	Legendary Miscellaneous Weapons

ARMORS

D100	Armors Subtable
01-50	Uncommon Armors
51-84	Rare Armors
85-99	Very Rare Armors
100	Legendary Armors



Oil of Ooze

MAGIC ITEM TABLES (HEROIC OR GRITTY)

COMMON ITEMS

D100	COMMON SUBTABLE
01-15	Common Potions 1
16-30	Common Potions 2
31-45	Common Potions 3
46-90	Common Scrolls
91-100	Common Miscellaneous Items

UNCOMMON ITEMS

D100	UNCOMMON SUBTABLE
01-16	Uncommon Potions 1
17-32	Uncommon Potions 2
33-48	Uncommon Potions 3
49-51	Uncommon Rings
52-76	Uncommon Scrolls
77-82	Uncommon Miscellaneous Items
83-88	Uncommon Swords
89-94	Uncommon Miscellaneous Weapons
95-100	Uncommon Armors

RARE ITEMS

D100	RARE SUBTABLE
01-03	Rare Rings 1
04-06	Rare Rings 2
07-25	Rare Scrolls
26-29	Rare Implements 1
30-33	Rare Implements 2
34-38	Rare Miscellaneous Items 1
39-43	Rare Miscellaneous Items 2
44-48	Rare Miscellaneous Items 3
49-53	Rare Miscellaneous Items 4
54-58	Rare Miscellaneous Items 5
59-72	Rare Swords
73-86	Rare Miscellaneous Weapons
87-100	Rare Armors

VERY RARE ITEMS

D100	VERY RARE SUBTABLE
01	Very Rare Potions
02-14	Very Rare Rings
15-24	Very Rare Scrolls
25-29	Very Rare Implements 1
30-34	Very Rare Implements 2
35-39	Very Rare Implements 3
40-59	Very Rare Miscellaneous Items 1
60-79	Very Rare Miscellaneous Items 2
80-86	Very Rare Swords
87-93	Very Rare Miscellaneous Weapons
94-100	Very Rare Armors

LEGENDARY ITEMS

D100	LEGENDARY SUBTABLE
01-07	Legendary Rings
08-33	Legendary Scrolls
34-51	Legendary Implements
52-85	Legendary Miscellaneous Items
86-90	Legendary Swords
91-95	Legendary Miscellaneous Weapons
96-100	Legendary Armors

Potion Subtables

Potions and oils with bolded names simply function as the spell of that name (see Chapter 5: Spells in the ***ACKS II Revised Rulebook***), to a maximum duration of 1d6+6 turns, and have a base cost of 500gp per spell level. For potions marked with an asterisk (*), roll 1d6 for their specific type.

Common Potions 1

D100	Potion	Typical Formula's Physical Cues
01-06	Healing Salve	smell of camphor and wormwood
07-14	Midnight Oil	dark oil, opaque with no gloss
15-27	Oil of Bane-Rune	dark oil, silver sheen and metallic scent
28-33	Oil of Ooze	gooey grey, acidic
34-36	Oil of Relaxing Respite	lavender aroma
37	Oil of Rust	dark oil, red-orange flakes within
38-46	Oil of Sealing	mustard-yellow oil, highly viscous
47-60	Oil of **Sharpness**	dark oil, metallic scent
61-71	Oil of **Slickness**	pitch black, greasy smell
72-78	Oil of Unliving Puppetry	dark brown oil, smells of embalming fluids
79	Potion of **Adjust Self**	slowly changes hue each turn
80-89	Potion of **Allure**	soft pink, warm to touch
90	Potion of Antivenom	opaque violet, taste and smell of meat cooking
91-100	Potion of **Arcane Armor**	shimmering blue tint, savory

Common Potions 2

D100	Potion	Typical Formula's Physical Cues
01	Potion of Bottomless Appetite^	smells like a hearty meal
02-07	Potion of Captain's Presence	green, sweet
08-16	Potion of Comprehension	smells like musty books and burned candles
17-38	Potion of **Cure Light Injury**	golden, honey-scented
39-40	Potion of **Cure Moderate Injury**	pink, gooey
41-44	Potion of Deathly Appearance	black, smell of licorice
45-56	Potion of **Delay Disease**	pale red, taste of stale bread
57-58	Potion of **Delay Poison**	green and violet emulsion
59-69	Potion of **Discern Evil**	muted yellow, sour smell
70	Potion of **Discern Invisible**	clear, acrid
71-81	Potion of **Discern Magic**	bright purple, smell of mint
82	Potion of **Divine Armor**	deep red, thick chunky mix
83	Potion of Dragon Control	murky, smell of sweat and burning flesh
84	Potion of Eagle Eyes	clear, fluid lenses
85-87	Potion of **Energy Protection***	muted blue, tasteless
88-94	Potion of Freezing	clear, light blue at center
95	Potion of Giant Control	sediment-filled, potent smell
96	Potion of Great Hearing	transluscent blue, sloshes readily
97	Potion of Guilelessness^	pale blue
98-100	Potion of Hallucination^	(as potion imitated)

COMMON POTIONS 3

D100	POTION	TYPICAL FORMULA'S PHYSICAL CUES
01-13	Potion of Hallucination^	(as potion imitated)
14-19	Potion of Halting^	yellow orange, viscous as molasses
20	Potion of Heir Loss^	blue
21-26	Potion of Homicidal Homage	pale violet
27-36	Potion of **Leaping**	orange tint, smell of burning fat
37-39	Potion of Lesser Magic Discernment	yellow tint, sour
40	Potion of **Levitation**	deep purple, constantly bubbling
41	Potion of Lizard Skin	green, suspension of lizard scales
42	Potion of **Locate Object**	amber-gold, impossible-to-place scent
43	Potion of **Necromantic Potence**	grey tint, smell of myrrh
44	Potion of Night Terrors^	(as potion imitated)
45-48	Potion of Ogre Rage	bright orange
49	Potion of **Ogre Strength**	bright orange, pungent smell of chives
50	Potion of Passion	clear, slightly sweet
51	Potion of Peaceful Imperceptibility	clear, overly sweet
52-54	Potion of **Physical Protection***	muted red, taste of olive oil
55-62	Potion of Quiet Footfalls	thick green
63	Potion of **Shimmer**	yellow tint, glows slightly, tasteless
64-70	Potion of Simmering Rage	red, frothy
71	Potion of Snakeform	dark green
72	Potion of **Speak With Beasts**	opaque red, smell of raw meat
73-82	Potion of **Spider Climbing**	clear with small fibers floating throughout
83-91	Potion of Sprinting	gold hue
92-96	Potion of Swarm Control	grimy, almost bottled sewage
97	Potion of **Swift Sword**	overpowering mocha scent
98	Potion of **Swimming**	blue tint, taste of brine
99	Potion of Troublesome Tormina^	strong liquor
100	Potion of Vermin Domination	dark green

UNCOMMON POTIONS 1

D100	POTION	TYPICAL FORMULA'S PHYSICAL CUES
01	Bottle of Air	white tinted, bubbly
02	Bottled Billow	salt water with slight foam on top
03	Bottled Fountain	water in glass vial, wire holding down bulging cork
04	Dryad's Nectar	alternates between consistency of sap and spirits
05	Elixir of Stolen Life	sweet liqueur
06	Ivorean War-Paint	chunky blue pigment
07-08	Kraken Ink	black ink
09	Mead of Inspiration	mead
10-11	Oil of Excavation	yellow oil with acidic smell
12-16	Oil of Extra-Sharpness	dark oil, potent metallic smell
17-18	Oil of Invisibility	clear oil
19	Oil of Liquefaction	clear odorless oil, viscous
20-21	Oil of Scrying	highly reflective oil with metallic sheen
22-23	Oil of Superior Slickness	pitch black oil, smell of ripe olives
24	Oil of the Saint's Touch	nearly-transparent oil with silver tint
25-28	Oil of the Secret Fire	appears to be lantern oil
29-30	Potion of Aging^	(as potion imitated)
31	Potion of Alacrity	white tint, incredibly sweet
32-34	Potion of **Angelic Aura**	pale white, smell of frankincense
35-36	Potion of Apiculture^	emulsion of honey in water
37	Potion of Aquatic Adaptation	deep blue, smell of salt and soil
38-40	Potion of **Blast Ward**	bright blue, sulfurous scent
41	Potion of Blindness^	opaque black
42	Potion of Brilliant Restoration	bright red with emulson of silver
43-44	Potion of Burglary	light grey, smells of buttery oil

D100	Potion	Typical Formula's Physical Cues
45-48	Potion of **Clairaudiency**	momentary ringing in ears when tasted
49	Potion of Clairsapiency	clear, iridescent
50-53	Potion of **Clairvoyancy**	clear, momentary vertigo when tasted
54	Potion of Commotion	bright blue, sloshes loudly
55	Potion of Counter-Shifting	bright red, unexpectedly viscous
56-60	Potion of **Cure Critical Injury**	brown, scent of ginger
61-68	Potion of **Cure Disease**	vivid red, strong taste of onion
69-77	Potion of **Cure Major Injury**	crimson, taste of red wine
78-85	Potion of **Cure Serious Injury**	rust-orange, cloyingly sweet
86-89	Potion of **Death Ward**	dark grey, musty smell
90-95	Potion of **Deflect Ordinary Missiles**	light grey, pickled smell
96-99	Potion of **Deflect Ordinary Weapons**	brown tint, taste of blood
100	Potion of **Depetrification**	grey, earthy smell

Uncommon Potions 2

D100	Potion	Typical Formula's Physical Cues
01-02	Potion of **Depetrification**	grey, earthy smell
03	Potion of Desperate Valiance	blood red, variable smell depending on user but tastes of blood and ash
04	Potion of Dire Skinchanging	dark green, incredibly strong musk
05-06	Potion of Disappearing	transparent
07-09	Potion of **Divine Protection**	dark grey, hint of nutmeg
10	Potion of Dream Reading	brown tint, sour
11	Potion of Elemental Aegis	chalky, pale blue
12-17	Potion of **Energy Invulnerability***	blue green, soapy texture
18	Potion of Escape	emulsion of quicksilver in oil
19	Potion of Extra Luck	light green, thick, tastes of vanilla and mint
20-21	Potion of False Residence	clear, soapy
22-25	Potion of **Flight**	white tint, smell of mountain air
26-28	Potion of Freedom	woad-blue
29-31	Potion of **Gaseous Form**	cloudy white, odorless
32-35	Potion of **Giant Strength**	yellow-green tint, smell of leeks
36-38	Potion of **Growth**	dark green, smell of spinach
39-42	Potion of **Guise Self**	amber, jasmine and vanilla scent
43-47	Potion of **Inaudibility**	opaque blue
48-50	Potion of **Indiscernibility**	iridescent sheen on top
51	Potion of Infiltration	mottled grey, appears as stone when stationary
52-59	Potion of **Invisibility**	clear, smell of sharp cheese
60-64	Potion of **Invulnerability to Evil**	opaque ashy hue, taste of bread
65	Potion of Jumbled Thoughts^	smells of cinnamon
66-70	Potion of **Lightless Vision**	opaque black, odorless
71	Potion of Litheness	yellow, oily, settles into layers
72-76	Potion of **Locate Treasure**	glittering flecks, sweet then bitter taste
77	Potion of Lodeskin	dull grey suspension of metal dust in acrid fluid
78-80	Potion of Madness^	tastes like watered down, earthy wine
81	Potion of Measured Mitigation	thick crimson, smell and taste of blood but salty
82	Potion of Mighty Breath	fog thick enough to be liquid
83	Potion of Monstrous Form	clear
84	Potion of Motion	clear, moves too much when swirled
85-87	Potion of **Necromantic Invulnerability**	black, smell of rotting flesh
88-94	Potion of **Neutralize Poison**	opaque purple, chalky taste
95	Potion of Occlusion	clear, smell of baking bread
96-97	Potion of Petrification^	opaque grey, chalky
98	Potion of Phantom Wings	slight taste of rainwater, in crystal flask carved as owl
99	Potion of Phoenix Wings	bright red, suspension of gold flakes
100	Potion of **Physical Invulnerability***	dark red, taste of spiced rum

Potion of Swarmshape

Uncommon Potions 3

d100	Potion	Typical Formula's Physical Cues
01-05	Potion of **Physical Invulnerability***	dark red, taste of spiced rum
06-10	Potion of **Poison**	slight green tint, subtle sour taste
11	Potion of Precise Poisoning	red, emulsion of silver flakes
12-15	Potion of Recuperation	bubbly, taste of fermenting apple cider
16	Potion of Relocation	white tint
17-24	Potion of **Remove Curse**	bright pink, odorless
25	Potion of Rootedness	thick brown syrup
26	Potion of Sense-Swapping	clear
27-29	Potion of **Shrinking**	light blue, smell of overripe fruit
30-32	Potion of **Skinchange**	deep green, reeks of musk
33-34	Potion of **Speak with Plants**	chunky brown mix, smell of cut grass
35-39	Potion of **Spellward**	pink, nutty taste
40	Potion of Still Mind	clear, smells sweet, slight taste of rust
41-43	Potion of Supreme Valiance	blood-red, a variable smell depending on user
44-45	Potion of Swarmshape	light brown
46-50	Potion of **Swift Sword, Sustained**	silver-gold iridescence
51-52	Potion of **Telekinesis**	clear, speckled with flakes of silver
53-54	Potion of **Telepathy**	murky brown, sour
55-56	Potion of **Tongues**	iridescent yellow, slightly sweet
57-58	Potion of Tranquility	white, viscous, smells of cherry blossoms
59-62	Potion of **Transform Self**	clear, numbing chill when tasted
63-66	Potion of **Trollblood**	sickly green, pulsing
67-69	Potion of **True Seeing**	grey tint, lasting bitter taste
70	Potion of Undetected Passage	clear, some things invisible when viewed through
71	Potion of Unseen Sights	clear, slight soapy taste, foam
72-77	Potion of Valiance	clear, a variable taste depending on user
78-81	Potion of **Vigor**	silver tint, euphoric sensation when tasted
82-84	Potion of **Water Breathing**	dark blue, extremely salty
85-87	Potion of **Water Walking**	light blue tint, odorless
88-89	Potion of Weapon Resistance	oily, smell of metal and sweat
90	Potion of Wild Regeneration	green, blinking bubbles
91-93	Potion of **Winged Flight**	red, taste of beef, bubbles when opened
94-96	Potion of **X-Ray Vision**	inverts colors seen through it
97	Ruinous Remedy^	pale red
98	Stone Balm	brown-grey ointment
99	Suspension of Disbelief	silver dust suspended in golden fluid, sweet smell
100	Witch's Ointment	grey ointment, smell of spring air

Very Rare Potions

d100	Potion	Typical Formula's Physical Cues
01-25	Oil of **Permanency**	dark oil with spots of light
26-50	Potion of Fickle Beauty	smell of flowers, feels chill
51-75	Potion of True Immunity	liquid gold, sweet
76-100	Potion of Youth	smells of flowers and early spring

RING SUBTABLES

UNCOMMON RINGS

D100	RING
01-07	Bezoar Ring
08-16	Ring of Callousness
17-23	Ring of Cold Repose
24-27	Ring of Degeneration^
28-31	Ring of Enslavement^
32-35	Ring of Feebleness^
36-44	Ring of Fire Walking
45-50	Ring of Flesh
51-54	Ring of Frailty^
55-59	Ring of Hallucination^
60-63	Ring of Horrific Death^
64-68	Ring of Messages
69-73	Ring of Molting
74-77	Ring of Restriction^
78-82	Ring of Sealing, Lesser
83-87	Ring of Sparks
88-91	Ring of the Sewer Spider^
92-100	Ring of Vitality

RARE RINGS 1

D100	RING
1-12	Band of Beguilement
13	Dragon Seal of the Sorcerer-King
14	Legionary's Ring
15-16	Ring Against the Wolf
17-18	Ring of Arcane Adversary
19	Ring of Attuned Protection
20-21	Ring of Blessing
22-23	Ring of Elasticity
24-30	Ring of Fickle Flame
31	Ring of Fiend Conjuring
32-33	Ring of Fire Protection
34	Ring of Forewarning
35-38	Ring of Genie Summoning
39-50	Ring of Imp Conjuring
51-60	Ring of Last Breaths
61-62	Ring of Life Protection
63-64	Ring of Lightless Vision
65-76	Ring of Many Faces
77-79	Ring of Penumbral Perception
79-100	Ring of Protection +1

RARE RINGS 2

D100	RING
1-6	Ring of Protection +1
7-15	Ring of Protection +2
16-27	Ring of Remission
28-29	Ring of Return
30-31	Ring of Ruination
32-41	Ring of Sealing, Greater
42-48	Ring of Selfless Protection
49-50	Ring of Serpents' Council
51-52	Ring of Seven Grudges
53-54	Ring of the Black Gate
55-56	Ring of the Cornered Beast
57-60	Ring of the Earth*
61-72	Ring of the Golden Serpent
73-75	Ring of the Jackal
76-85	Ring of the Leviathan
86-87	Ring of the Open Sky
88-89	Ring of the Seasons
90-93	Ring of the Sky*
94-95	Ring of the Slavedriver
96-97	Ring of Unseen Focus
98-99	Ring of Vengeful Spirits
100	Ring of Wailing

VERY RARE RINGS

D100	RING
01-03	Ring of Absence
04-07	Ring of Anti-Magic
08	Ring of Arcane Abjuration
09-12	Ring of Beast Control
13	Ring of Bestial Form
14	Ring of Calamity
15	Ring of Dark Potence
16	Ring of Death
17	Ring of Decline^
18	Ring of Disillusionment
19-20	Ring of Elemental Mastery
21-26	Ring of Elemental Servants
27-28	Ring of Eternal Atrophy
29	Ring of Fast Talk
30	Ring of Flame's Favor
31-32	Ring of Forcewalls
33	Ring of Generous Invisibility
34	Ring of Growth
35-37	Ring of Humanoid Control
38	Ring of Immunity to Certain Doom
39	Ring of Inscrutability
40-46	Ring of Invisibility
47	Ring of Luck
48-49	Ring of Merchant's Fortune
50	Ring of Near Sighting
51-56	Ring of Plant Control
57-59	Ring of Protection +2, 5' Radius
60-62	Ring of Protection +3
63-64	Ring of Protection +3. 5' Radius
65	Ring of Radiance
66	Ring of Razor Ramparts
67	Ring of Reflection
68	Ring of Replacement
69	Ring of Revelation
70	Ring of Seven Walls
71	Ring of Shadows
72	Ring of Shrinking
73-74	Ring of Stable Stance
75-76	Ring of Stable Substance
77-79	Ring of Sun and Shadow
80	Ring of Sylvankind
81	Ring of Telekinetic Force
82	Ring of the Blessed Life
83	Ring of the Crypt Keeper
84	Ring of the Eye
85-86	Ring of the Master Conjurer
87	Ring of the Mountain Goat
88	Ring of the Scribe
89-90	Ring of the Tower
91	Ring of the Warmage
92	Ring of Venery
93	Ring of Virtue's Shield
94	Ring of Water Walking
95-100	Ring of X-Ray Vision

LEGENDARY RINGS

D100	RING
01-08	Ring of Arcane Alignment
09-18	Ring of Regeneration
19-27	Ring of Rust
28-36	Ring of the Boundless Prison
37-45	Ring of the Frost Tyrant
46-53	Ring of the Lucky Scoundrel
54-62	Ring of the Plaguelord
63-70	Ring of the Queen's Heart
71-78	Ring of the Umbral Mastiff
79-91	Ring of Wishes
92-100	Seal of Chaos

Ring of the Golden Serpent

SCROLL SUBTABLES

COMMON SCROLLS

D100	SCROLL
01-16	Creature Warding
17-82	Spell Scroll (1 level)
83-92	Spell Scroll (2 levels)
93-100	Treasure Map (Treasure Type B)

UNCOMMON SCROLLS

D100	SCROLL
01-08	Cursed Scroll^
09-13	Magic Warding
14	Scroll of Anyspell, Lesser
15	Scroll of Mapping
16-17	Scroll of Ward-Runes
18-44	Spell Scroll (3 levels)
45-64	Spell Scroll (4 levels)
65-71	Spell Scroll (5 levels)
72-77	Spell Scroll (6 levels)
78-81	Spell Scroll (7 levels)
82-84	Spell Scroll (8 levels)
85-86	Spell Scroll (9 levels)
87	Spell Scroll (10 levels)
88-100	Treasure Map (Treasure Type D)

RARE SCROLLS

D100	SCROLL
01	Scroll of Pledges
02-05	Spell Scroll (12 levels)
06-09	Spell Scroll (14 levels)
10-13	Spell Scroll (16 levels)
14-17	Spell Scroll (18 levels)
18-21	Spell Scroll (20 levels)
22-25	Spell Scroll (22 levels)
26-28	Spell Scroll (24 levels)
29-52	Treasure Map (Treasure Type H)
53-76	Treasure Map (Treasure Type N)
77-100	Treasure Map (Treasure Type Q)

VERY RARE SCROLLS

D100	SCROLL
01	Scroll of Anyspell, Greater
02-44	Spell Scroll (Ritual, 7th level)
45-57	Spell Scroll (Ritual, 8th level)
58-80	Treasure Map (Treasure Type Q,N)
81-94	Treasure Map (Treasure Type R)
95-100	Treasure Map (Treasure Type R,N)

LEGENDARY SCROLLS

D100	SCROLL
01-21	Spell Scroll (Ritual, 9th level)
22-48	Spell Scrolls, 1d4 (Ritual, 7th level)
49-67	Spell Scrolls, 1d4 (Ritual, 8th level)
68-76	Spell Scrolls, 1d4 (Ritual, 9th level)
77-91	Treasure Map (4x Treasure Type R)
92-100	Treasure Maps (1d6 maps totalling 8x Treasure Type R)

IMPLEMENT SUBTABLES

Rods and staffs are marked with [A] if the user must be an arcane caster, [D] if a divine caster, and [AD] if either. Wands can only be used by arcane casters. Any unmarked rod, staff, or other non-wand object on the implement subtables can potentially be used by any character.

RARE IMPLEMENTS 1

D100	IMPLEMENT
01	Curse Pole
02-03	Rod of Flashing [A]
04-05	Staff of Battle Magic [AD]
06-07	Staff of Brilliance [AD]
08-09	Staff of Innocence
10-11	Staff of Line-Drawing [AD]
12-13	Staff of Smiting [AD]
14	Staff of Springiness
15-16	Staff of Successive Summoning [AD]
17-18	Staff of the Healer [D]
19-20	Staff of the Humble Healer [D]
21-22	Wand of Aggravated Airway Amphibians
23-24	Wand of Annulment
25-26	Wand of Arcane Arrows
27-28	Wand of Battering
29	Wand of Blinding Fireballs
30-31	Wand of Channeled Flame
32-33	Wand of Collision
34-44	Wand of Counterspelling
45-46	Wand of Crushing Force
47-54	Wand of Deafening Thunder
55-61	Wand of Desiccation
62-63	Wand of Distant Disappearance
64-65	Wand of Electrical Emission
66	Wand of Energy Revulnerability
67-68	Wand of Ephemeral Evaporation
69-78	Wand of Fanned Flames
79-81	Wand of Figments
82-87	Wand of Foe Discernment
88	Wand of Fright
89-90	Wand of Gales
91-97	Wand of Gloaming
98-100	Wand of Illusion

Wand of Aggravating Airway Amphibians

RARE IMPLEMENTS 2

D100	IMPLEMENT
01-07	Wand of Illusion
08-09	Wand of Indignation
10-11	Wand of Infatuation
12-19	Wand of Infuriation
20-31	Wand of Light
32-33	Wand of Luminosity
34-44	Wand of Mage Missiles
45-53	Wand of Magic Discernment
54-62	Wand of Noises
63	Wand of Physical Revulnerability
64	Wand of Recognition
65	Wand of Sleep
66-74	Wand of Slipperiness
75-83	Wand of Slumbering
84-92	Wand of Smokescreens
93-94	Wand of Spiders
95	Wand of Stolen Voices
96-97	Wand of Uncanny Gyration
98	Wand of Uncontrollable Mirth
99-100	Wand of Webs

VERY RARE IMPLEMENTS 1

D100	IMPLEMENT
01-04	Hellfire Wand of Zahar
05-06	Lightning Rod
07-11	Madness Stick
12-13	Master Control Rod
14-15	Rod of Elemental Spheres [A]
16-17	Rod of Eternal Torture [AD]
18	Rod of Force [A]
19-33	Rod of Nullification
34	Rod of Rumination [A]
35	Rod of the Night Sky [AD]
36-37	Rod of Unstoppable Force [AD]
38-42	Scorched Staff [A]
43-44	Staff of Borrowed Heartbeats [D]
45-49	Staff of Calling [D]
50-53	Staff of Corrosion [A]
54-57	Staff of Domination [A]
58	Staff of Errant Lightning [A]
59-60	Staff of Feral Forms [A]
61	Staff of Forbidden Entry [AD]
62-63	Staff of Forceful Flames [A]
64-65	Staff of Grandeur [D]
66-69	Staff of Halting [AD]
70-71	Staff of Iron Tooth and Hide [D]
72	Staff of Life's Luster [D]
73	Staff of Life's Semblance [D]
74-75	Staff of Looming Destruction [A]
76-77	Staff of Mentalism [A]
78-79	Staff of Mirrored Dooms [D]
80-86	Staff of Misdirection [AD]
87-88	Staff of Outreached Mercy [D]
89-90	Staff of Reclamation [D]
91-94	Staff of Starfall [A]
95-96	Staff of Steady Smiting [AD]
97-100	Staff of Stolen Sinew [D]

VERY RARE IMPLEMENTS 2

D100	IMPLEMENT
01-02	Staff of Suffering [AD]
03-04	Staff of the All-Seeing Eye [AD]
05-07	Staff of the Ashen Tyrant [AD]
08-09	Staff of the Dreamlands [AD]
10-11	Staff of the Emerald Wyrm [AD]
12-13	Staff of the Great Healer [D]
14-15	Staff of the Hidden Sun [A]
16-17	Staff of the Phoenix [D]
18-23	Staff of the Salamander [D]
24-25	Staff of the Sky's Roar [A]
26-27	Staff of the Treeherder
28-29	Staff of the Wandering Goblin [D]
30-35	Staff of Ward-Runes [AD]
36-37	Staff of What Lies Beneath [A]
38-39	Staff of Wilting [D]
40-41	Unicorn Horn Rod [AD]
42-43	Wand of Anti-Magic Zone
44	Wand of Bestial Flight
45-46	Wand of Bestial Rage
47-48	Wand of Blightfire
49-50	Wand of Blinding Blasts
51-52	Wand of Blood Magic
53-54	Wand of Borrowed Eyes
55	Wand of Canine Confusion
56	Wand of Carmine Blossoms
57-58	Wand of Changing Perspective
59-60	Wand of Combustion
61-62	Wand of Corpse Conscription
63-64	Wand of Cruelty
65-66	Wand of Dispelling
67-76	Wand of Dread
77-78	Wand of Enervating
79-81	Wand of Fascination
82-83	Wand of Fear
84-85	Wand of Fickle Fireballs
86-87	Wand of Fiery Arcs
88-93	Wand of Fireballs
94-97	Wand of Flying
98-100	Wand of Foliation

VERY RARE IMPLEMENTS 3

D100	IMPLEMENT
01-02	Wand of Frigidity
03-06	Wand of Frost
07-08	Wand of Fungal Fecundity
09-13	Wand of Growth
14-15	Wand of Guises
16-17	Wand of Impetus
18-20	Wand of Incineration
21-26	Wand of Item Negation
27-28	Wand of Judicious Incineration
29-30	Wand of Kinetics
31-32	Wand of Mage Missile Barrage
33-35	Wand of Metal Location
36-37	Wand of Miasma
38-39	Wand of Mutation
40-41	Wand of Octadic Disorientation
42-43	Wand of Paralysis
44-46	Wand of Passage
47-48	Wand of Phytogenesis
49-50	Wand of Ranged Regurgitation
51-52	Wand of Resizing
53-54	Wand of Rioting
55-56	Wand of Scant Succor
57-58	Wand of Size-Stealing
59-67	Wand of Substration
68-69	Wand of Sudden Elevation
70-72	Wand of the Caterpillar
73-74	Wand of the Manticore
75-78	Wand of Threefold Flame
79-80	Wand of Thunder
81-84	Wand of Thunderbolts
85-91	Wand of Transformation
92-93	Wand of Warring Phantasms
94-95	Wand of Weighty Webbing
96-97	Wand of Winter Wounds
98-100	Wand of Woe

LEGENDARY IMPLEMENTS

D100	IMPLEMENT
01-15	Rod of Cataclysm
16-23	Rod of Resurrection [D]
24-29	Staff of Deep Earth [AD]
30-35	Staff of Dominion [AD]
36-43	Staff of Elemental Air [A]
44-51	Staff of Elemental Earth [A]
52-59	Staff of Elemental Fire [A]
60-67	Staff of Elemental Water [A]
68-74	Staff of Remedy [D]
75-80	Staff of the Archmage [A]
81-86	Staff of the Grand Prefect [D]
87-94	Staff of the Mage [A]
95-100	Staff of the Void [A]

Borrowed Ear Trumpet

Crystal Songbird

Idol of Blight

MISCELLANEOUS ITEM SUBTABLES

COMMON MISCELLANEOUS ITEMS

D100	MISCELLANEOUS ITEM
01-04	Bag of Caltrops
05-10	Blessed Salt
11-14	Candle of Comfort
15-16	Candle of Confounding
17-22	Candle of Contemplation
23-27	Candle of Immolation^
28-29	Candle of Warmth
30-32	Chalice of Poison Detection
33-34	Changeling Doll
35-38	Charcoal of Phantasms
39-42	Choker of Strangulation^
43	Crystal Ball, Fixating^
44-49	Dust of Darkness
50-51	Dust of Disenchantment
52-54	Dust of Revelation
55	False Campfire
56-59	Feather of Falling
60-63	Flash Powder Pellet
64	Folding Paper Staircase
65-67	Halfling Firestone
68-71	Halfling Hurlstone
72-74	Horn of Stolen Breath^
75-77	Magic Compass
78-79	Master Key
80	Pebble of Drowning^
81-82	Petals of Cleansing
83-86	Spike of Sealing
87-92	Vampiric Earth
93	Visor of Vicious Blinding^
94-97	Wax Soul
98-100	Wretched Nail^

Jade Toad

Uncommon Miscellaneous Items

D100	Miscellaneous Item	D100	Miscellaneous Item
1	Amulet of the Cursed Glare	57	Jade Toad
2-3	Apple of Endless Slumber^	58	Jeweled Lizard
4-7	Apple of Lightning's Roots	59	Key to Eternity^
8-9	Bag of Burgeoning Beans	60	Locket of Warding
10	Barrel of Baboons^	61-63	Lyre of the Lullaby
11	Belt of Second Breakfasts	64	Mantle of Flame^
12-13	Bracers of Armor +1	65	Marvelous Shaving Razor
14	Broom of Oiling	66	Mermaid's Tear
15-18	Candle of Conjuring Fire Elementals	67-69	Mesmerizing Moneybag
19-20	Candle of Final Hours^	70	Mirror of Nemesis^
21	Candle of Shadow	71	Pendant of Greatness
22	Candle of Spellwarding	72	Phoenix Ash
23	Candle of Undead Warding	73	Phoenix Egg
24	Chalice of Delayed Doom^	74	Phylactery of Stolen Faces
25	Chalk of Annihiliation	75-78	Pit Tarp
26-27	Crystal Songbird	79-81	Plague Powder
28	Dust of Desolation	82	Pot of Perennial Obedience
29-33	Dust of Discontinuity	83	Prow-Eye Pigment
34	Dust of Khalil Azim	84	Red Dragon Statuette
35-41	Dust of Vanishing	85	Scales of Judgment
42	Dwarven Cord	86	Scales of Worth
43	Dwarven Jumping Cube	87	Scarab of Death^
44	Dwarven Rhetor Statues	88	Shadowcowl Robe
45	Elven Rope	89-91	Shepherd's Crook
46	Ever-Spinning Top	92	Shrunken Cement
47	Faerie Dust	93	Spearpoints of Strife
48	Faerie Seed	94	Stolen Glamer
49	First Stone	95	Stone Fruit
50	Galdrtré Seed	96	Stone of Permafrost
51-52	Graven Dwarven Guard Dog	97	Wanderer's Bell
53	Head of Viggo	98	Witching Stick
54	Headless Helm^	99	Woodwind of the Woodlands
55	Humble Hearth-Guard	100	Yarn of Treasure Finding
56	Idol of Blight		

Rare Miscellaneous Items 1

D100	Miscellaneous Item	D100	Miscellaneous Item
01	Alchemist's Tube	48-54	Belt of Banditry
02	Alluring Lyre	55	Belt of Hardiness
03	Altar of Faith's Service	56	Black Book
04-10	Amulet of Adamance	57-62	Black Gauntlet of Bel
11	Amulet of Clairvoyancy	63	Blood Seer Stone
12	Amulet of Coagulation	64-66	Boots of Bounding
13	Amulet of Fireball Immunity	67-76	Boots of Striding
14	Amulet of Four Seasons	77-78	Boots of the Elven Ranger
15	Amulet of Levitation	79	Boots of the Leopard
16	Amulet of Spell Absorption	80	Borrowed Ear Trumpet
17	Amulet of the Ape	81-83	Bowl of Errant Reflections
18-24	Amulet of the Iron Belly	84-90	Bracers of Armor +2
25	Amulet of the Maiden	91	Bracers of Brawn
26	Armband of the Ethereal Appendage	92	Bramble Crown
27	Astrolabe of the Vasty Deep	93	Brazen Head
28-37	Augury Sticks	94	Brooch of Arcane Armor
38-44	Bag of Winds	95	Brooch of the Blood Drinker
45	Banner of the Lost Legion	96	Broom of Banishment
46-47	Basin of Conjuring Water Elementals	97-100	Broom of Cessation

Rare Miscellaneous Items 2

D100	Miscellaneous Item	D100	Miscellaneous Item
01-03	Broom of Cessation	57-59	Cloak of Protection +2
04	Broom of Traceless Steps	60	Cloak of the Elven Ranger
05	Broom of Webwinding	61	Cloak of the Huntmaster
06	Carpet of Protection	62-64	Cloak of the Wanderer
07	Cat's Paw	65-70	Codex of Complexity
08	Cauldron of Shattered Souls	71-73	Coin of Conscription
09	Censer of Prophetic Dreams	74-80	Collar of Taming
10-11	Chalk of the Grand Seal	81	Comb of Vanity
12-19	Charm Bracelets	82-83	Crucible of Conjuring Fire Elementals
20-29	Chime of Unlocking	84	Crucible of Eager Flame
30	Chime of Warning	85	Crucible of Jealous Flame
31-33	Chimera Collar	86	Crucible of Purgation
34-40	Choker of Whispers	87-90	Crystal Ball
41	Circlet of Seeing	91	Crystal Ball, Perilous
42-47	Cloak of Deepest Shadow	92	Death Shroud
48	Cloak of Nine Lives	93	Deck of Laughter and Misery
49-56	Cloak of Protection +1	94-100	Deck of Many Spells

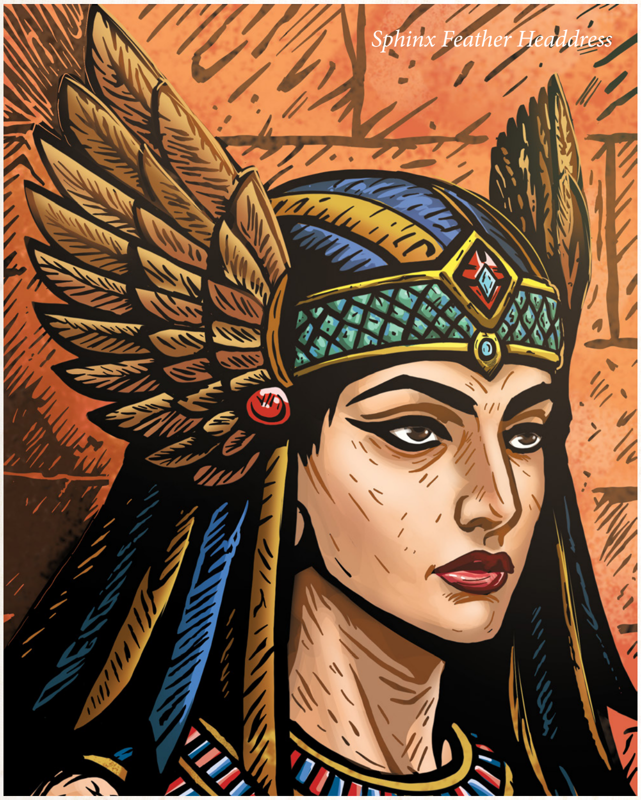
Rare Miscellaneous Items 3

D100	Miscellaneous Item	D100	Miscellaneous Item
01	Dial of Displaced Dooms	55	Glass Casket
02	Diptych of Far-Reaching Discourse	56	Glove of Death's Cries
03-04	Drum of Urgency	57	Gloves of the Fatal Touch
05	Earring of Dark Whispers^	58	Golden Spurs
06	Ever-Burning Coal	59	Gutter Crown
07	Everfrost Reliquary	60-62	Hammer of the Master Smith
08-10	Faithful Collar	63	Hand of Calamity
11	Fan of Flaring Flame	64-73	Hand of Disarticulation
12	Fan of Foul Vapors	74	Heart of Flame
13-19	Favor of Faithfulness	75	Heart of Gold
20	Figurehead Oracle	76-77	Heart of Stone
21-27	Firefly Brooch	78	Helm of Comprehension
28-33	Flask of Disguises	79-81	Helm of Disalignment
34-35	Flask of Ever-Flowing Fluids	82	Helm of the Steel Brow
36-42	Flight Feather	83	Hidden Tent
43	Gauntlets of the Storm	84	Horn of Nargund
44-46	Gem of Appraisal	85	Horn of the Eagles
47	Gem of Bodily Discernment	86-88	Howdah of the Second Stand
48-49	Gem of Conjuring Earth Elementals	89-95	Illusory Pigment
50	Gem of Overwatching Eyes	96	Jar of Eyeballs
51-53	Gilded Rose of Nasga	97	Jar of Troll Blood
54	Girdle of Enticement	98-100	Lantern of Figments

Faithful Collar

Rare Miscellaneous Items 4

D100	Miscellaneous Item
1-3	Lens of Revelation
4	Lightless Slippers
5-10	Lipstick of Amphibification
11-20	Lipstick of Ensnarement
21-26	Lipstick of Farewells
27	Lodestone of Lairfinding
28-34	Lucky Prayer Beads
35	Magician's Hat
36-42	Mantle of the Wild
43-44	Medallion of Discerning Invisibility
45	Mirror of Secondhand Sight
46-52	Mirror of the Sun
53	Mirrors of Translocation
54-59	Necklace of Fickle Beauty
60-71	Necklace of Naphtha
72	Net of Plenty
73-80	Orb of False Visions^
81	Pack of the Mule
82-84	Pack of the Smuggler
85-86	Pearls of Invulnerability
87	Periapt of Poison Protection
88-90	Pirate's Pointer
91	Portable Well
92	Predator's Mantle
93-98	Primeval Clay
99	Purse of Pilfering
100	Quilt of Convalescence



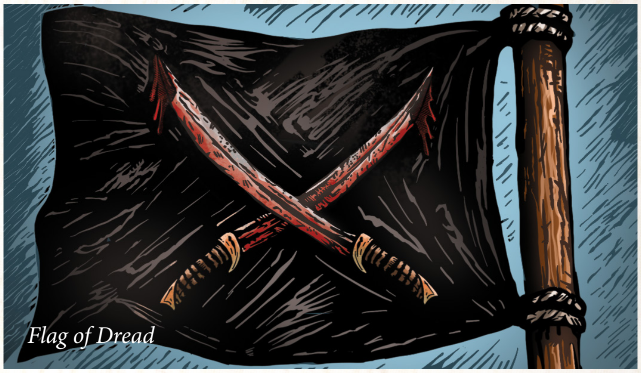
Sphinx Feather Headdress

Rare Miscellaneous Items 5

D100	Miscellaneous Item
1-7	Reeds of the Rodent
8	Reins of Command
9	Reins of Relocation
10-11	Rope of Ascent
12-14	Saddle Blanket of the Steppe
15	Sail of the Scorpion
16	Sanctified Urn
17	Sandals of Steady Ground
18-20	Sandals of the Straightened Path
21-27	Sash of Sepulchral Service
28-30	Scarab of Life
31	Seat of the Bearmaster
32-34	Shadow Slippers
35-41	Shroud of Dusty Decedants
42	Skull of the Second Glance
43	Smuggler's Cart
44	Sphinx-Feather Headdress
45	Spider Climbing Slippers
46-48	Spidersilk Cloak
49-51	Spike of Second Chances
52	Spirit Slippers
53-59	Starlight Mantle
60-66	Stone Sparrow Nest
67	Talking Head
68	Tankard of Purification
69-70	Thurible of Conjuring Air Elementals
71	Thurible of Pyromancy
72	Torrential Parasol
73	Trailblazer's Tunic
74-82	Unremarkable Cloak
83	Visor of the Eagle
84	War-Dress of the Exquisitrix
85	Watchman's Friend
86	Whistle of Finality
87-89	Whistle of the Menagerie
90-92	Whistle of Winged Words
93-94	White Elephant Figurine
95	White Sapling
96	Window to the Spheres
97-98	Wristlet of Rectification
99-100	Wyvern Whistle

> *When an arcanist first begins to undertake magical research, it is his own inexperience which constrains his productivity. The minor projects which he is competent to perform require only modest expenditure of treasure and consume only reagents of the most common sort. As the arcanist advances in power and knowledge, however, his principle constraint ceases to be his own arcane faculties and instead becomes that which he previously could take for granted, viz. the availability of components and materials. The necessity to acquire these scarce resources motivates much of the idiosyncratic behavior of the experienced arcanist, such as e.g. the construction of subterranean vivaria from which reagents can be harvested.*
>
> Sürius Segasaromen, *The Arcane Art*

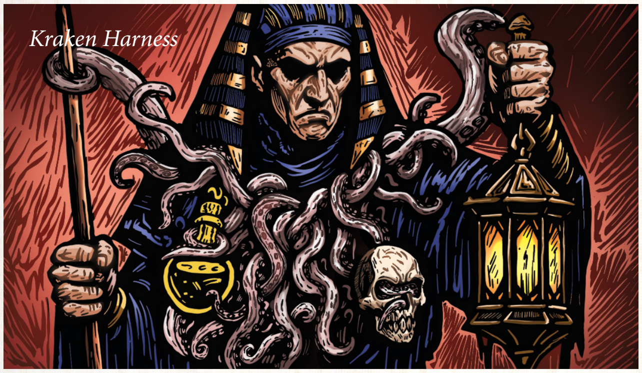
Antlered Crown



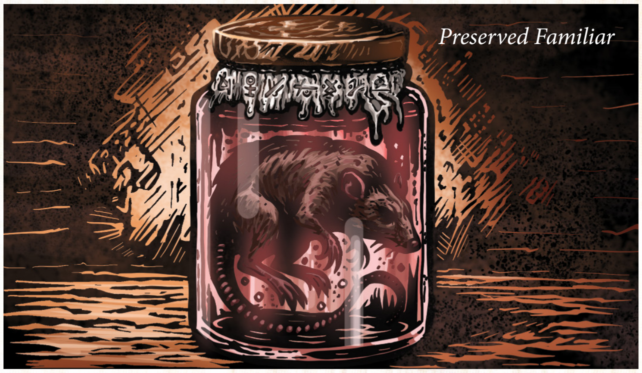
Flag of Dread

VERY RARE MISCELLANEOUS ITEMS 1

D100	Miscellaneous Item	D100	Miscellaneous Item
01	Alabaster Robe	51	Centipede Bracelet
02	Amulet of Edification	52	Champion's Bell
03-04	Amulet of Elemental Resistance	53	Cheetah Skin of Kushtu-Munde
05	Amulet of Indiscernibility	54	Chime of Quieting
06	Amulet of Iskara's Touch	55	Circlet of Classical Cant
07	Amulet of Sky's Promise	56	Circlet of the King Cobra
08	Amulet of Temperate Travels	57	Cloak of Protection +3
09	Amulet of the All-Seeing Eye	58	Cloak of Skinchanging
10	Angel's Favor	59	Cloak of the Storm's Eye
11	Antlered Crown of Ravanor	60	Collar of Beast Growth
12-13	Atlas of Dominion	61-62	Collar of Conversation
14	Bag of Oblivion	63-64	Conch of Auspicious Purity
15	Bag of Stolen Voices	65-66	Crater's Crown
16	Basin of the Maelstrom	67-68	Crimson Crucible
17	Bell of Telith	69	Crown of Occult Visions
18	Belt of Dwarvenkind	70	Crystal Ball, Clairaudient
19-20	Belt of Giant Strength, Hill	71	Crystal Ball, Form Falsifying
21-22	Belt of Giant Strength, Stone	72	Crystal Ball, Indiscernible
23	Belt of Oozekind	73	Crystal Ball, Stalking
24	Blackbird Brooch	74	Crystal Ball, Telepathic
25	Blackened Lotus	75	Crystal Slippers
26	Blindfold of the Ibis	76	Cube of Cold Immunity
27	Blue Eye of the Seer	77	Dead Eye
28	Book of Secrets	78	Dead Man's Collar
29	Book of the Scorned Sculptor	79-80	Dead Man's Hand
30	Boots of Arcane Departure	81-82	Desert Rose
31	Boots of Earth's Might	83	Diadem of Virtue
32	Boots of Escape	84	Dispensation-Stone of Zahar
33	Boots of Giant Leaps	85-86	Dragonfly Cloak
34	Boots of Iron	87	Drum of Devastation
35	Boots of Levitating	88	Eye of the Storm
36	Boots of Pursuit	89	Eye of the Tiger
37	Boots of the Dastard	90	Figurehead of Flame
38	Boots of the Locust	91	Figurehead of Fog
39	Boots of the Prizefighter	92	Flag of Dread
40	Boots of the Wayfinder	93	Flag of False Faces
41-44	Bottomless Bag	94	Flask of Diseases
45	Bracers of Armor +3	95	Flower Crown
46	Bracers of Armor +4	96	Flute of the Tempest
47	Bridle of the Nixie	97	Garter of the Naiad
48	Broom of Bluster	98	Gauntlets of Ogre Strength
49	Cauldron of Miscibility	99	Gem of Force
50	Cauldron of the Risen	100	Gem of Revelation



Kraken Harness



Preserved Familiar

Very Rare Miscellaneous Items 2

D100	Miscellaneous Item
1	Giant Falconer's Gauntlet
2	Gloves of Nimble Fingers
3	Golden Thread
4	Grinning Demon Mask
5	Hag Stone
6	Hand of the Warrior
7	Harp of Blossoming Bounty
8	Heart of Eternity
9	Heart of Ice
10	Helm of Ancient Canopies
11	Helm of Awe
12	Helm of Imperishable Fame
13	Helm of Oblivion
14	Helm of Ornaron
15-16	Helm of Perpetual Sacrifice
17-18	Helm of Telepathy
19-20	Helm of Teleportation
21	Helm of the Hive
22	Helm of the Natural Commander
23	High Throne of the Vantage
24	Horn of Fallen Walls
25	Horn of Horror
26	Horn of Libations
27	Horn of Sorrow
28-29	Horseshoes of Flight
30	Inexorable Orb of Multifarious Incandescence
31	Infernal Whistle
32	Kemeshi Battle Crescent
33-34	Key of Supplemental Storage
35	Kraken Harness
36	Laconic Oracle
37	Lantern of Unveiling
38	Ledger of Life and Lesions
39	Lens of Lost Ways
40-41	Magic Carpet
42	Marvelous Dwarven Mechanism
43	Mask of Feral Mouths
44	Mask of the Depths
45	Medallion of Whispers
46	Necklace of Acclimatization
47	Necklace of the Sylvan Princess
48	Oar of Lammala
49	Ocean's Due
50	Oozing Gospel of Kaleth
51	Orchard Sapling
52	Pavilion of Protection
53	Periapt of Plague Protection
54	Phylactery of Fates
55	Pot of Perpetual Pudding
56	Preserved Familiar
57	Prophet's Stele
58	Robe of the Lizard Lord
59	Robe of Useful Things
60	Rope of Binding
61-62	Sail of Naurivus
63	Sash of the Watchman
64	Saw of Substitution
65	Scepter of Sacred Power
66	Seat of the Storyteller
67-68	Second Sun
69	Seismic Horn
70	Seismic Sandals
71	Shroud of the Unblemished Soul
72	Slippers of Silence
73	Slippers of Sky Dancing
74	Slippers of Water Striding
75	Sorcerer's Skullcap
76	Soul Contract
77	Spectacular Pigment
78	Standard of Encampment
79	Stone Stylus
80	Symbol of the Burning Sun
81	Thurible of Life's Righteousness
82	Thurible of Sanctification
83	Thurible of Shrouding Smoke
84	Tokay Flute
85	Torc of Sharp Tongues
86	Torc of Subtle Sorcery
87	Torc of the North
88-89	Traveling Library
90-91	Unearthly Banner
92-93	Unwavering Standard
94	Veil of the Unflinching Gaze
95	Void of Memories
96	Wages of Fortune
97	Winged Sandals
98	Witch's Broom
99-100	Witch's Shirt

LEGENDARY MISCELLANEOUS ITEMS

D100	MISCELLANEOUS ITEM
1-2	Aesri's Broom
3-4	Amulet of Krystar
5-6	Banner of the Bloody Dawn
7-8	Belt of Giant Strength, Fire
9-10	Belt of Giant Strength, Frost
11	Blacksteel Helm
12-13	Bottled City
14-16	Bracers of Armor +5
17-18	Bracers of Armor +6
19-20	Bracers of Armor +7
21-22	Bridle of the Behemoth
23-24	Chalice of Blood
25-26	Chariot of the Gods
27-28	Collapsible Boat
29	Crown of Bones
30-31	Crown of the Deep Mountain
32-33	Crown of the High King
34-35	Crown of the Third Eye
36-37	Drum of Terror
38-39	Emblem of the Eagle
40	Eternal Torch of Mityara
41-42	Eye of Kaleth
43-44	Gateway to the Spheres
45-46	Genie Bottle
47-48	Girdle of the Titans, Greater
49-50	Girdle of the Titans, Lesser
51-52	Hammer of Korten Khador
53-54	Hand of Gold
55	Hand of Lareth
56	Heavenly Fare
57-58	Heaven's Censer
59	Helm of the Winged Sun
60	Holy Talisman of the Winged Sun
61	Horn of the Wild Hunt
62-63	Inexhaustible Flask
64	Iron-Bound Book of Xisuthros
65-66	Iron Crown of the Sorcerer-Kings
67-68	Iron Mask of Cyfaraun
69-70	Keys to the Land of the Dead
71	Litter of the Resplendent Prince
72	Lizardskin Altar
73	Manual of the Master Machinist
74-75	Mask of the Basilisk
76-77	Mask of the Catoblepas
78	Necromantic Mirror
79-80	Panoply of the Imperial Warmistress
81	Pasepliteм
82-83	Phoenix Standard
84	Relic of the True Martyr
85-86	Robe of Dancing Colors
87	Saddle of the Aerophract
88-89	Scepter of Spell Shattering
90	Scepter of the Monkey King
91	Scepter of the Mud Emperors
92	Seven-League Boots
93	Shard of the Logos
94	Skysteel Helm
95-96	Talisman of True Transformation
97-98	Visor of Ammonar's Gaze
99-100	Visor of the Vampire

Genie Bottle

Sword Subtables

For swords with only their bonus(es) listed, see **Arms and Armor** (p. 51) for further details.

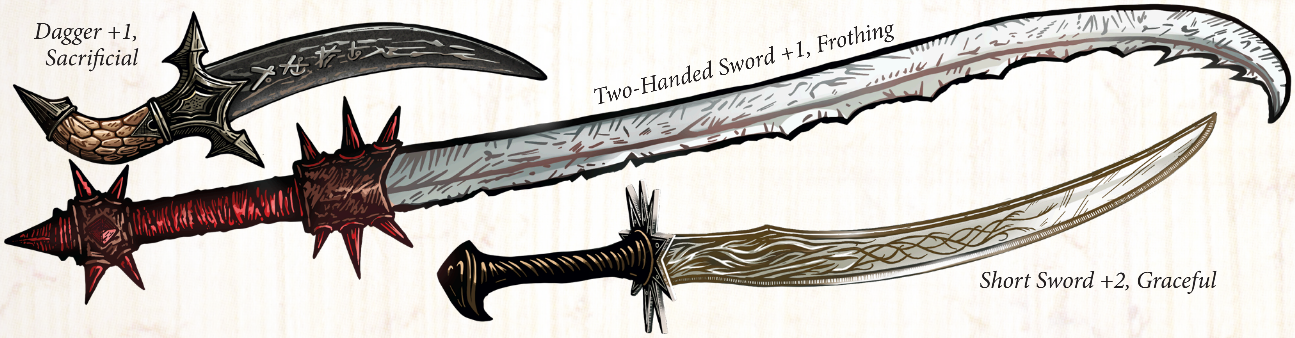
Uncommon Swords

D100	Sword
01-02	Short Sword +1, Fencer's Foil^
03-04	Sword -1, Hallucination^
05-90	Sword +1
91-92	Sword +1, Hatred^
93-94	Sword +1, Haunted
95-96	Sword +1, Honor-Bound
97-98	Sword +1, Seditious
99-100	Two-Handed Sword +1, Impetuous

Sword +1, Hidden Flame

Rare Swords

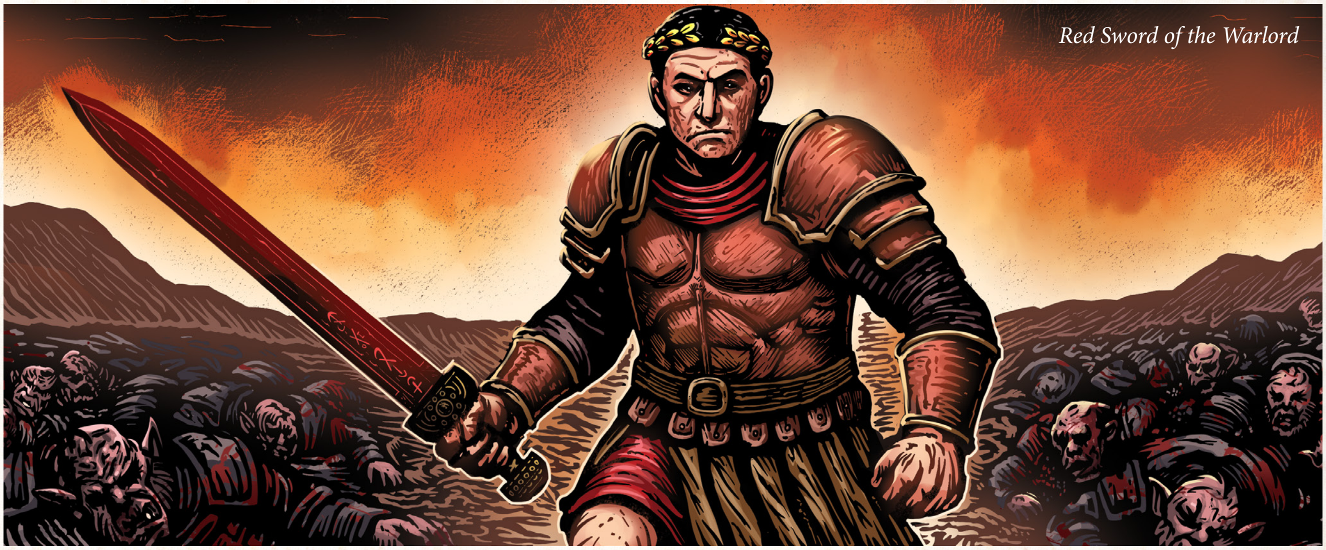
D100	Sword	D100	Sword
01	Dagger +1, Assassin's	54	Sword +1, Adder's Kiss
02-04	Dagger +1, Bloodletter	55	Sword +1, Alacrity
05	Dagger +1, Bloodseeking	56	Sword +1, Bane
06	Dagger +1, Death Double	57	Sword +1, Bright
07	Dagger +1, Disarming	58	Sword +1, Death Drinker
08-10	Dagger +1, Enervating	59	Sword +1, Deathless
11	Dagger +1, Fool's	60	Sword +1, Deeds
12-13	Dagger +1, Fortune's Friend	61	Sword +1, Desperate
14	Dagger +1, Gutting	62	Sword +1, Fiery Kennels
15	Dagger +1, Harvester's	63	Sword +1, Gracing
16	Dagger +1, Mercystroke	64-66	Sword +1, Hidden Flame
17	Dagger +1, Moontear	67	Sword +1, Icespike
18	Dagger +1, Runecarver	68	Sword +1, Locating
19	Dagger +1, Sacrificial	69	Sword +1, Lone Hero
20-22	Dagger +1, Stinger	70-72	Sword +1, Oblivion
23	Dagger +1, Treacherous	73-75	Sword +1, Salvation
24	Dagger +1, Venomous	76	Sword +1, Seeking
25	Short Sword +1, Combat Reflexes	77	Sword +1, Wardbane
26-28	Short Sword +1, Flashing	78	Sword +1, Watchful
29	Short Sword +1, Manes	79-85	Sword +2
30	Short Sword +1, Nimble	86	Sword +2, +3 versus X
31	Short Sword +1, Riposte	87	Sword +2, Beguilement
32	Short Sword +1, Slicing	88	Sword +2, Valor
33	Short Sword +2, Command	89-91	Two-Handed Sword +1, Blade-Dancing
34	Short Sword +2, Despair	92-94	Two-Handed Sword +1, Blazing Sun
35	Short Sword +2, Wolf's Fang	95	Two-Handed Sword +1, Fiendish
36-38	Sword +0, Snaring^	96	Two-Handed Sword +1, Frothing
39-50	Sword +1, +2 versus X	97-99	Two-Handed Sword +1, Herald's
51-53	Sword +1, +3 versus X	100	Two-Handed Sword +1, Perseverance



Dagger +1, Sacrificial

Two-Handed Sword +1, Frothing

Short Sword +2, Graceful



Red Sword of the Warlord

VERY RARE SWORDS

D100	SWORD
01-02	Dagger +1, Delver's
03	Dagger +1, Spellstealing
04	Dagger +2, Displacement
05-06	Dagger +2, Flaying
07	Dagger +2, Marrow-Scraper
08-11	Dagger +2, Vampiric
12	Dagger +2, Vulpine
13-17	Dagger +3, Unseen
18-19	Short Sword +1, Harmonious
20-26	Short Sword +2, Dancing
27-28	Short Sword +2, First Strike
29	Short Sword +2, Graceful
30	Short Sword +2, Sands
31-33	Short Sword +2, Scorpion
34	Short Sword +2, Spell Channeling
35-36	Short Sword +3, True Flame
37-39	Sword +1, Flamebrand
40-42	Sword +1, Mariner's
43-44	Sword +1, True Death
45	Sword +2, Autonomy
46-47	Sword +2, Clarion
48-50	Sword +2, Cold Iron
51-53	Sword +2, Fetid Decay
54-55	Sword +2, Frostbane
56-58	Sword +2, Maiming
59	Sword +2, Purifier
60-61	Sword +2, Resonant
62	Sword +2, Reversion
63-65	Sword +2, Sarcophagal
66-67	Sword +2, Shadows
68	Sword +2, Steadfast
69	Sword +2, Subjugation
70-75	Sword +2, Swift
76-78	Sword +2, Unbinding
79-83	Sword +2, Vitality
84-91	Sword +3
92-93	Two-Handed Sword +2, Firestarter
94-97	Two-Handed Sword +2, Mageslayer
98-100	Two-Handed Sword +3, Cleaving

LEGENDARY SWORDS

D100	SWORD
01-09	Cutlass of the Four Crescents
10-18	Fang of Nargund
19-27	Fire-Eater Sword
28-36	Red Sword of the Warlord
37-45	Ruinblade
46-54	Sword of Celerity
55-64	Sword of Fortune
65-73	Sword of Holy Fire
74-82	Sword of Kings
83-91	Sword of Withering
92-100	Vorpal Sword

The Battle of Bythnium is remembered as one of the greatest victories in Auran history, but it was also one of the mostly costly. With his retreat cut off, Thrax personally led a desperate charge into the Auran lines. Such was his prowess in melee that Thrax alone almost turned the tide. He was, as Aurelyn Tarcalus writes, "the incarnation of Bel, prince of slaughter." Wielding the Red Sword of the Warlord like a scythe, Thrax single-handedly cut down hundreds of foes, perhaps thousands. The exact number cannot be known with certainty, but even the most skeptical sages agree that no warrior before or since has ever slain more enemy in a single battle than Thrax at Bythnium.

Quellos Pontosian, *The Beastman Wars*

MISCELLANEOUS WEAPON TABLES

For weapons with only their bonus(es) listed, see **Arms and Armor** (p. 51) for further details.

UNCOMMON MISCELLANEOUS WEAPONS

D100	MISCELLANEOUS WEAPON
01	Arrow +1, Travel (1d2)
02	Arrow +1, Splintering
03	Arrow +2, Impetus
04	Arrow +2, Ire
05	Arrow +2, Lesser Death
06	Arrow +2, Slow Death
07	Arrow +3, Banshee
08	Arrow +3, Conflagration
09	Arrow +3, Death
10	Arrow +3, Shipbreaker
11	Battle Axe +1, Facebiter^
12	Bolt +1, Ascertaining (1d4)
13	Bolt +3, Entanglement
14	Club +1, Trollbone
15	Great Axe +1, Lumbering
16	Mace +1, Salient Sun
17	Sling Bullet +1, Relief (1d10)
18	Sling Bullet +1, Whalloping (1d3)
19	Spear +1, Headlong
20	Warhammer +1, Weakening^
21-22	Weapon -1, Hallucination^
23-100	Weapon +1

Club of Fetching

RARE MISCELLANEOUS WEAPONS

D100	MISCELLANEOUS WEAPON
01	Battle Axe +1, Brine-Cutter
02	Battle Axe +1, Gratitude
03-06	Club +1, Fetching
07	Composite Bow +1, Frostfall
08-11	Crossbow +1, Dragon's Breath
12	Crossbow +1, Tidepiercer
13	Flail +1, Banetide
14-16	Flail +1, Loathsome
17-20	Great Axe +1, Crippling
21	Great Axe +1, Savage's
22	Hand Axe +2, Spite
23-25	Javelin +1, Piercing
26-29	Javelin +1, Python
30-32	Javelin +1, Thunderbolt
33-34	Long Bow +1, Arrowstorm
35-37	Mace +1, Life's Touch
38-41	Mace +1, Visceral
42-44	Morning Star +1, Mourning
45-48	Net +1, Webbing
49-52	Polearm +1, Mesmerizing
53	Polearm +2, Reaching
54	Short Bow +1, Adept
55	Short Bow +1, Hunting
56	Short Bow +2, Elemental
57	Sling +1, Corsair's
58	Sling +1, Fortunate
59-62	Sling +1, Holy
63	Spear +1, Righteous Hand
64-67	Spear +1, Summit's Skewer
68	Spear +1, Vigilant
69-71	Warhammer +1, Faith's Shield
72-83	Weapon +1, +2 versus X
84-86	Weapon +1, +3 versus X
87-93	Weapon +2
94	Weapon +2, +3 versus X
95-97	Whip +1, Manticore
98-100	Whip +1, Tyrant's

Very Rare Miscellaneous Weapons

D100	Miscellaneous Weapon
01	Battle Axe +1, Leopard
02-05	Battle Axe +3, Pillaging
06-08	Club +1, Marshal's
09	Composite Bow +1, Frostfall
10	Composite Bow +1, Manhunter
11-14	Composite Bow +2, All-Seeing
15-16	Composite Bow +2, Marksman's
17	Crossbow +1, Second Death
18	Crossbow +2, Ignition
19-22	Flail +2, Frightful
23-25	Flail +2, Wreaking
26-28	Great Axe +2, Giantslayer
29	Hand Axe +1, Undercutter
30-31	Hand Axe +2, Mountaineering
32-33	Javelin +1, Harpooning
34-38	Javelin +3, Hurling
39	Lance +1, Skyfall
40	Lance +2, Soaring Steeds
41-42	Long Bow +2, Distance
43-45	Long Bow +2, Solar
46-49	Mace +2, Phoenix Fire
50-53	Morning Star +2, Gatecrasher
54-56	Morning Star +2, Toppling
57-60	Morning Star +3, Ferocity
61-64	Net +3, Spell-Shackling
65-66	Polearm +2, Thrassian
67-70	Polearm +3, Impacting
71-72	Sling +2, Girding
73-74	Sling +2, Strangling
75	Spear +2, Forking
76-77	Spear +2, Nightbringer
78	Spear +2, Serpent's Tongue
79-81	Spear +2, Submersion
82	Spear +2, Wolf-Fang
83-86	Spear +3, Glacial
87-88	Warhammer +1, Runtcrusher
89-96	Weapon +3
97-100	Whip +3, Snakebite

Legendary Miscellaneous Weapons

D100	Miscellaneous Weapon
01-07	Axe of Bitterness
08-15	Bow of the Fallen Sky
16-22	Bow of the Great Eagles
23-29	Bow of the Unconquered Sun
30-36	Crystal Spear
37-43	Dwimmermaul
44-49	Glaive of the Blade-Goddess
50-55	Goblin-Spitter
56-61	Great Axe of the North
62-67	Hurgon's Axe
68-73	Maul of the Earth's Heart
74-80	Scourge of Law
81-87	Shining Spear
88-94	Warhammer +2, Dwarven Hurler
95-100	Warhammer of Türas

Armor Tables

For shields and armor with only their bonus(es) listed, see **Arms and Armor** (p. 51) for further details.

Uncommon Armor

D100	Armor
01-02	Armor -1, Hallucination^
03-46	Armor +1
47-50	Armor +1, Crushing^
51-52	Shield -1, Hallucination^
53-96	Shield +1
97-98	Shield +1, Cautious
99-100	Shield +1, Cowardly^

Rare Armor

D100	Armor
01-02	Armor +1, +2 versus X
03	Armor +1, +3 versus X
04-13	Armor +2
14	Banded Plate Armor +1, Campaigner's
15	Banded Plate Armor +1, Venomproof
16	Chain Mail Armor +1, Adaptive
17	Lamellar Armor +1, Turtling
18-20	Laminated Linen Armor +1, Abiding
21	Laminated Linen Armor +1, Recruiter's
22	Leather Armor +1, Acceleration
23	Leather Armor +1, Eelskin
24	Leather Armor +1, Immunizing
25	Leather Armor +1, Larcenist's
26	Leather Armor +2, Borrowed Time
27	Leather Armor +2, Second Skin
28	Light Arena Armor +1, Pitfighter
29-30	Plate Armor +1, Dauntless
31-35	Plate Armor +1, Shattering
36	Ring Mail +1, Refractive
37-38	Shield +1, +2 versus X
39	Shield +1, +3 versus Missiles
40-45	Shield +1, Brineblast
46	Shield +1, Burden
47	Shield +1, Defender
48-50	Shield +1, Dragonslayer
51-55	Shield +1, Dreadful
56-58	Shield +1, Gloating
59-61	Shield +1, Kraken
62-63	Shield +1, Lunar
64-69	Shield +1, Penultimate Blow
70-75	Shield +1, Postern
76	Shield +1, Ram and Star
77-78	Shield +1, Shade
79-83	Shield +1, Starless
84	Shield +1, Steady
85-89	Shield +1, Stonebreath
90	Shield +1, Unbroken Line
91-100	Shield +2

> *As the sun rose, Aenon assembled his legions in the temple in ordered ranks, and between them he brought forward a white bull to the altar of the winged sun. In silence they waited until the sun reached its zenith. Then he drew his blade and gave the bull's life to Ammonar. As its blood anointed the altar, he raised his hands to heaven and cried out "O Prince of Dawn! The enemy is encamped against us in numbers too great to count. Armor us with your radiance that we might win victory in your name." And behold! A shard of the sun was put into his raised hands, a shield of pure and holy light, for Aenon to bear in battle.*
>
> Thalosides, *Mythos*

VERY RARE ARMOR

D100	ARMOR
01-04	Armor +3
05-06	Banded Plate Armor +2, Spellward
07-08	Banded Plate Armor +2, Swarmlord
09	Chain Mail Armor +1, Defiant
10	Chain Mail Armor +1, Outrider
11-12	Chain Mail Armor +2, Fire Resistance
13-15	Chain Mail Armor +2, Tundra
16-20	Chain Mail Armor +3, Miasmic
21	Hide Armor +2, Wilds
22	Hide Armor +3, Bestial
23-26	Hide Armor +3, Unpierceable
27	Lamellar Armor +1, Scarab
28-31	Lamellar Armor +3, Khan's
32	Leather Armor +1, Nautical
33-34	Leather Armor +2, Corsair's
35-36	Leather Armor +2, Lightless
37-38	Leather Armor +2, Springing
39-40	Leather Armor +2, Tenacious
41-42	Leather Armor +2, Winged Sun
43-47	Leather Armor +3, Stealthy
48-51	Plate Armor +1, Depths
52	Plate Armor +1, Resonant
53-55	Plate Armor +2, Freedom
56-57	Plate Armor +2, Juggernaut
58-62	Plate Armor +3, Eternal Sentinel
63-65	Plate Armor +3, Featherweight
66-67	Scale Armor +1, Summer
68-70	Scale Armor +2, Serpent
71-72	Scale Armor +2, Strength
73	Shield +1, Bravo's
74	Shield +1, Life's Respite
75-76	Shield +2, Discovery
77	Shield +2, Mageslayer's
78-79	Shield +2, Second March
80	Shield +2, Seer's
81	Shield +2, Shining Silver
82-85	Shield +2, Sphinx's
86-88	Shield +2, Storms
89-91	Shield +2, Strategos
92-95	Shield +3
96-100	Shield +3, Missile Turning

LEGENDARY ARMOR

D100	ARMOR
01-07	Armor of Final Orders
08-14	Armor of Immaculate Purity
15-21	Armor of Invulnerability
22-27	Armor of the First Vaultlord
28-34	Armor of the Invincible Conqueror
35-41	Armor of the Tomb Lord
42-48	Armor of the Unyielding Mountain
49-55	Cuirass of Inescapable Victory
56-61	Gleaming Disc of Ammonar
62-68	Hide of the Troll King
69-74	Panoply of Life's Grasp
75-80	Panoply of the Destroyer
81-87	Shield of the Empyrean Heavens
88-93	Shield of the Iron Curtain
94-100	Starforged Suit

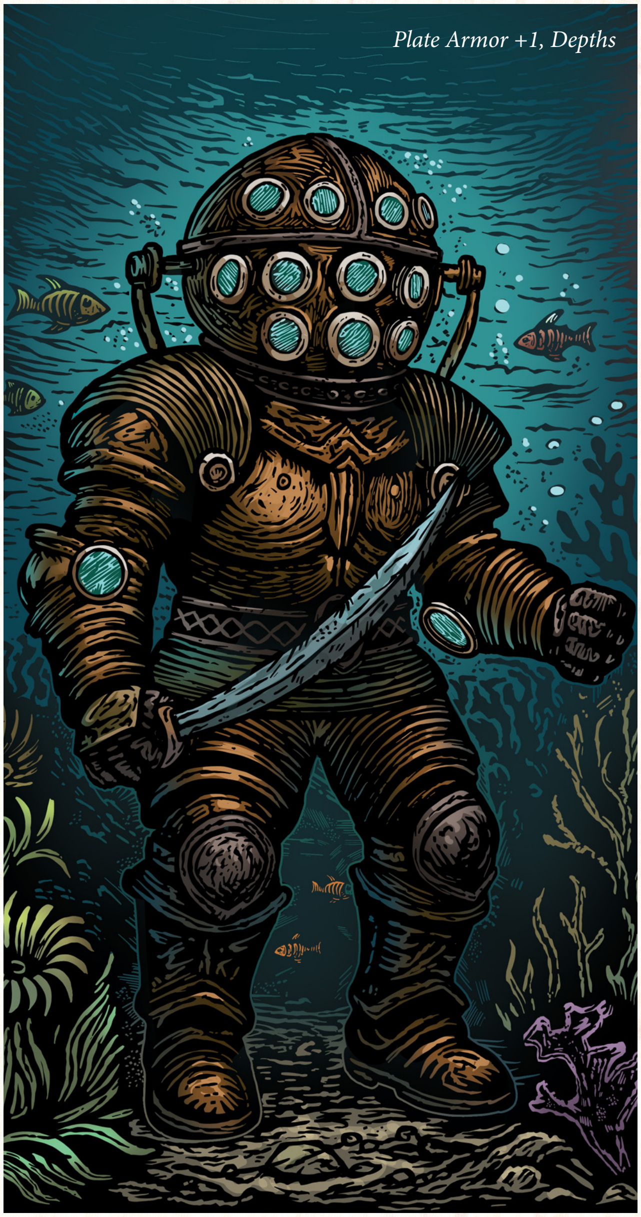


Plate Armor +1, Depths

CREATURE TYPE

D20	CREATURE TYPE
1	Angels
2	Animals
3	Automatons & Constructs
4	Beastmen
5	Demons
6	Dragons
7	Dwarves, Gnomes & Halflings
8	Elementals
9	Elves, Faeries, & Nymphs
10	Giants
11	Humans
12	Lycanthropes
13	Oozes
14	Plants
15	Regenerating Creatures
16	Sea Creatures
17	Spellcasters
18	Undead
19	Vermin
20	Roll Twice

Special items for each category are described below for the categories of swords, miscellaneous weapons, and armors.

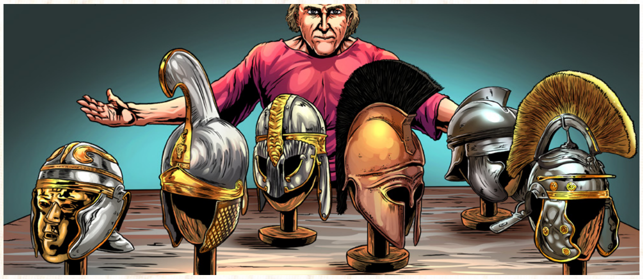
ARMS AND ARMOR

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. When armor has a bonus, it improves the AC by the amount specified. Magical armor and shields are less cumbersome to move in and use than their non-magical equivalents, and effectively weigh 1 less stone, to a minimum of 1/6 stone. This encumbrance reduction does not stack with the reduction from masterwork armor, nor does the amount vary with the armor or shield's enhancement value.

EXAMPLE: A suit of **leather armor +2** grants AC (2 + 2) = 4 and has an encumbrance of (2 – 1) = 1 st. A **shield +3** grants AC (1 + 3) = 4 and has an encumbrance of (1 – 1, minimum 1 / 6 st) = 1/6 st.

When a weapon has a bonus, such as a **dagger +1**, this means that attack throws and damage rolls both receive the bonus. If a weapon has more than one bonus listed, the first bonus applies to all attacks and damage, and the second applies only to a more limited selection of creatures. If an armor or shield has more than one bonus listed, the first bonus applies to AC against all attacks, and the second bonus only applies against a more limited selection of creatures. If the item's entry does not specify which group of creatures the secondary bonus applies to, such as a **sword +1, +2 versus X**, you can choose or roll for the creatures affected on the Creature Type table. All magic weapons deal extraordinary damage. The base cost of commonly occurring weapons, shields, or armor is as noted on the Permanent Bonus Base Cost table, with further information found in **Chapter 3: Item Creation**.

PERMANENT BONUS	BASE COST
+1	5,000gp
+1/+2	10,000gp
+1/+3	20,000gp
+2	15,000gp
+2/+3	25,000gp
+3	35,000gp



TYPES OF ARMS AND ARMOR

In most cases, the entries for armor, swords, and weapons on the magic item tables do not specify the exact item found. A suit of armor might be hide, ring, or plate; a sword might be a short sword or a two-handed sword; a miscellaneous weapon might be a battle axe, spear, or warhammer. What is found will depend on the source of the treasure. The Judge can use the tables below to guide placement of appropriate armors, swords, and weapons in his treasure hoards based on the campaign setting and treasure source. For swords and armor, the Judge should roll on the corresponding table; for miscellaneous weapons first roll on the Miscellaneous Weapon table.

D20	MISCELLANEOUS WEAPON
1-6	Ammunition
7-9	Axe
10-12	Bludgeon
13-16	Bow
17-19	Spear
20	Other

Helm of the Winged Sun

Armor Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Hide and Fur	-	1	1	-	1	-	-
Padded	1	-	-	1	2	-	-
Leather	2-5	2-6	2-6	2-5	3-6	1-5	1-5
Light Arena	6-7	7	-	-	-	-	6
Ring	-	-	7-9	6-7	7-9	6	7
Scale	8-9	8	10-11	8-9	10-13	7	8
Chain Mail	-	9-10	12-16	10-14	14-16	8-12	9-12
Laminated Linen	10-11	11	-	-	-	-	-
Heavy Arena	12-13	12	-	-	-	-	13
Banded Plate	14-16	13-14	-	-	-	13	14
Lamellar	17	15-16	-	15-16	17-19	14	15
Plate	18-20	17-20	17-20	17-20	20	15-20	16-20

Ammunition Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Arrow	1-16	1-14	1-13	1-16	1-17	1-16	1-13
Crossbow Bolt	-	15-16	-	17-20	-	17-20	14-17
Sling Bullet	17-20	17-20	14-20	-	18-20	-	18-20

Ammunition is found in lots of 1d20 projectiles unless otherwise specified.

Axe Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Battle Axe	1-10	1-10	1-10	1-7	1-8	1-7	1-10
Great Axe	-	-	11-15	8-14	-	8-14	11-16
Hand Axe	11-20	11-20	16-20	15-20	9-20	15-20	17-20

Spear +2, Glacial

Bludgeon Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Club	1-7	1-20	-	-	-	-	1
Flail	-	-	1-3	1-8	1-7	1-8	2-5
Mace	8-20	-	4-7	9-12	8-14	9-12	6-10
Morning Star	-	-	8-10	13-16	15-20	13-16	11-15
Warhammer	-	-	11-20	17-20	-	17-20	16-20

Bow Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Arbalest	-	-	-	1-4	-	1-4	1-2
Bow, Composite	1-12	1-10	-	-	1-12	5-8	3-7
Bow, Long	13-20	-	1-14	5-12	-	9-12	8-12
Bow, Short	-	11-17	15-20	13-16	13-20	13-16	13-16
Crossbow	-	18-20	-	17-20	-	17-20	17-20

Spear Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Javelin	1-3	1-3	1-5	-	1-3	-	1-3
Lance	4-6	4-6	-	1-6	4-9	1-6	4-6
Pole Arm	7-12	7-10	6-10	7-10	10-12	7-10	7-10
Spear	13-20	11-20	11-20	11-20	13-20	11-20	11-20

Sword Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Dagger	1-6	1-6	1-6	1-6	1-6	1-6	1-4
Short Sword	7-18	7-14	7-12	7-10	7-12	7-10	5-10
Sword	19-20	15-18	13-18	11-16	13-18	11-16	11-16
Two-Handed Sword	-	19-20	19-20	17-20	19-20	17-20	17-20

Other Weapon Type (roll d20)	Ancient Myth	Classical Epic	Northern Saga	Chivalric Romance	Arabian Adventure	High Fantasy	Sword and Sorcery
Bola	-	-	-	-	-	-	1
Net	-	1-3	-	-	1-3	-	2-3
Sap	-	-	-	-	-	-	4
Sling	1-12	4-11	1-20	-	4-11	1-9	5-14
Staff	13-18	12-18	-	1-20	12-18	10-18	15-17
Whip	-	-	-	-	19	19	18
Cestus	19	19	-	-	-	-	19
Staff-Sling	20	20	-	-	20	20	20

Whip +1, Manticore

The categories used in these tables are described below. You should feel free to modify these tables or create your own that match your particular campaign settings. Many interesting possibilities presented by history have been excluded simply due to the limits of space.

Ancient Myth: For campaigns set in an ersatz Mesopotamian and Mediterranean Bronze or Iron Age civilization, such as Sumeria, Babylonia, Scythia, or Mycenae. Armor tends to be laminated cloth (leather), leather scale, overlapping bronze plate (banded), or early bronze panoply (plate). Gladiator armors are included to represent partial armor sets of the next higher tier. Common weapons in these ancient days include the composite bow, javelin, mace, short sword, and spear. In the Auran Empire setting, treasures from the Ancient Argollëan, Thrassian, and Zaharan civilizations, and from contemporary Kemesh, would use these entries.

Classical Epic: For campaigns inspired by Greco-Roman, Zoroastrian Persian, or Byzantine civilization or sword-and-sandal fiction. Armor might be leather, leather scale, linothorax (laminated linen), Celtic mail or Roman lorica hamata (chain mail), Roman lorica squamata (scale), Roman lorica segmentata (banded), Byzantine or Persian lamellar, or Greek panoply (plate mail). Gladiator armors are included to represent both actual gladiator apparel and partial armor sets. Common weapons include composite bows; lances such as the kontos and xyston; pole arms such as the falx and sarissa; short swords such as the gladius, kopis, and xiphos; spears such as the doru; and swords such as the spatha. In the Auran Empire setting, these entries would apply to treasures from the Classical Auran civilization and the current Imperial one.

Northern Saga: For campaigns similar to the world described in the Old Norse and Icelandic epics and the Anglo-Saxon poem *Beowulf*, or historical Iron Age Germany or Viking Age Scandinavia. Armor will include furs, hardened leather, Frankish ring armor, leather scale, chain mail byrnies, and limited plate-and-mail. Common weapons include the battle axe, great axe, seax (dagger), spear, sword, and warhammer. In the Auran Empire setting, treasures from the Kingdoms of Jutland and Rorn would use these entries.

Chivalric Romance: For campaigns inspired by the 11th to 13th century *chansons de geste*, such as the Matter of France or Matter of Britain and the later chivalric romances of the 13th and 14th centuries. Armor might be cuir bouilli (leather), ring armor, leather scale, Norman mail hauberks, brigandine (lamellar), and plate-and-mail. Common weapons include the couched lance, great sword, horseman's flail, longbow, knightly sword, mace, morning star, and various pole arms such as the halberd, glaive, and pike. This time period post-dates the Auran Empire setting, but is very common in other fantasy game settings.

Arabian Adventure: For campaigns drawing on the late Byzantine and Persian Empires, the medieval Crusades, the Islamic Golden Age, and the folk lore of *One Thousand and One Nights*. Armor might be silk (padded), leather, ring, leather scale, Crusader mail, eastern lamellar, or mirror armor (plate). Common weapons include the composite bow, lance, mace, spear, and various curved swords such as the scimitar, shamshir, and tulwar. In the Auran Empire, these entries could be used for contemporary Opelenean, Somirean, Skysos, and Celdorean treasures.

High Fantasy: For campaigns inspired by Tolkienesque heroic fantasy in the pseudo-medieval tradition, including *The Lord of the Rings*, *Dragonlance*, *Game of Thrones*, *The Deed of Paksenarrion*, and most other popular fantasy of the last few decades. The armor and weapons tend to be similar to those used in the High Middle Ages.

Sword & Sorcery: For campaigns inspired by Howardian heroic fantasy in the pulp tradition, including *Conan*, *Kull*, *Thongor*, *Kothar*, and other works. The armor and weapons tend to be a hodgepodge of the ancient, classical, medieval, exotic, and purely fantastical.

2

ITEM ENTRIES

ITEM ENTRIES

This chapter, by far the longest in the book, includes detailed entries for over 1,300 magic items. Assembling a compendium of such length demanded we answer a problematic question: What was the best way to organize so many items? The RPG community often likes to argue about such matters, so it behooves us to explain our thinking! We considered three sorting options - alphabetical; rarity; and type.

Alphabetical sorting has the virtue of being straightforward and simple. Dictionaries and encyclopedias use alphabetical sorting for entries because it's easy to reference. However, alphabetical sorting isn't optimal for placing treasure or equipping NPCs. If you want to equip a dastardly villain with a magic sword, or a terrifying lich with a potent staff, those items need to be grouped together by type. Likewise, if you want to equip the emperor with legendary items, you want the items grouped by rarity. In neither case is alphabetical sorting very helpful.

Both the gritty and heroic treasure tables sort the items by rarity, and we considered doing the same so you could simply flip to, e.g., "uncommon items" and pick or read about items. Unfortunately, sorting by rarity has several drawbacks. First, it's impossible to identify an item's rarity by its name. If you read an adventure scenario where an NPC is equipped with the **ring of fast talk**, you can be certain it's a ring but you can't tell if it's an uncommon, rare, very rare, or legendary item. How do you find its entry? Second, the game mechanics that apply to magic items are specified by the item's type, not by its rarity. A common and legendary sword follow the same rules; a legendary staff and a legendary sword use totally different mechanics. Organizing by rarity would mean that the rules that matter for each type of item would have to go elsewhere.

Accordingly, the entries in this chapter are organized alphabetically by item type (potion, ring, etc.). That's the organization method that's been used since the earliest days of fantasy role-playing and it's the same presentation used in our classic treasure tables. Since it's quite easy to tell an item's type just from its name (e.g. a **sword +2, cold iron** is obviously listed in the Sword section), this makes referencing the item almost as easy as straight alphabetical sorting. Meanwhile, it makes finding item-specific rules, placing treasures, and equipping NPCs much easier.

ITEM ENTRIES

Each entry is presented in a standardized format. From time to time, some complex items deviate from this format but it holds true of the vast majority of the items. Each item's entry begins with its name, its base cost, a summary of how its base cost was derived, and its apparent value. You can check out **Chapter 3: Item Creation** for a detailed explanation on how various items were built.

DESCRIPTION

The text of each entry starts by describing the item's appearance. These descriptions come first because they're the first thing adventurers will learn about an item. The descriptions are just for your convenience; as Judges ourselves, we know it can be tiresome to have to constantly write detailed descriptions of treasure! Feel free to change the descriptions to suit your setting and taste. Those of you who prefer to randomly generate the appearance of magic items can find rules to do so in **Appendix A: Item Generation** and **Appendix B: Item Traits**.

MECHANICS

Each item's mechanical effects are presented after its appearance. When an item has a unique effect, the item's entry provides the complete game mechanics for that effect. When an item has an effect based on an existing spell, the entry only provides a summary of the effect alongside a reference to the spell itself. In some cases, the item's entry just lists the spells without describing them at all. We have relied on references mostly for implements, some of which can cast a half-dozen or more spells, because attempting to explain the mechanics of so many spells would make the entry impossibly complex. Except where otherwise specified in the item's entry, all of the spell's mechanics apply, even if the entry doesn't discuss them in depth.

ACTIVATION TIME

Some items explicitly state that they require a particular time to activate, e.g. 1 turn (10 rounds). Usually this is because the item is triggering a spell that itself requires 1 turn to cast. For instance, it takes 1 turn to activate the **short sword +1, manes** because the power that is being activated is based on a spell (*summon manes*) which takes 1 turn to cast. In some cases, however, it's because the item has a drawback that extends the time required or because using the item for its intended purpose inherently just takes time.

If not explicitly stated, the time required to benefit from an item and its powers is as follows:

- Applying an herb, oil, or salve to oneself or a willing or helpless combatant requires an action in lieu of attacking.
- Benefiting from a permanent bonus or permanent effect from an item does not require an action. It simply applies anytime the item is equipped, worn, or wielded. (Of course, benefiting from the bonus or using the effect might require an action, but this is different from requiring an action to activate the bonus or effect.)
- Casting a spell from a scroll in hand requires a full-round action. The combatant must have declared the spell before initiative, and the action, scroll, and spell are lost if the caster takes damage or fails a saving throw before his initiative.
- Drinking a potion, or pouring a potion down a willing or helpless combatant's throat, requires an action in lieu of attacking.
- Activating an effect delivered by a successful attack throw with an item requires an attack with that item and as such can result in a cleave and/or be performed during a cleave. The wielder must decide to use the effect before the attack throw. If the attack throw succeeds, the effect is triggered; if the attack throw fails, the effect is not triggered. In either case, the item is considered to have been activated for purposes of activation time or charges used. See Effects on Weapon Attacks on p. 292 for more details.

- Activating an effect in lieu of a cleave requires that the wielder have felled an opponent with the item and has at least one cleave remaining. He cannot continue cleaving thereafter.

- Activating an effect with an item that is not delivered by an attack or cleave requires an action in lieu of attacking.

Because ***ACKS II*** approaches mechanics from a simulationist perspective, most of the entries include a diegetic explanation of how an item is actually used in the game world. For instance, the power of the **dagger +1, fool's** is activated by twisting the pommel (p. 232) while the power of the **master key** is activated by pushing it into a chest, door, gate, portcullis or other portal (p. 195). The intent of these diegetic explanations is to increase the verisimilitude of the game world by aiding you, the Judge, in adjudicating unusual circumstances that might arise in play. They do not supersede the time requirements above.

EXAMPLE: Let's consider the entries for five different daggers. The **dagger +1, death double** entry states that "when the wielder draws the dagger across the throat of a recently deceased humanoid,the wielder's and corpse's features each appear to flow off their own skin…" Drawing the dagger across the throat of a corpse is just a narrative description of an action in lieu of attacking. It can't be done with a cleave, no matter how much your party's bladedancer absolutely insists that she can cut throats with cleaves.

The **dagger +1, enervating** entry states that "when its wielder speaks the command 'fade' in Ancient Zaharan, the blade loses its shine and emits a faint sickly smoke." Speaking the command word is also an action in lieu of attacking. Meanwhile, the entry for the **dagger +1, fool's** says that "a fool may twist the pommel once per day to grant himself fool's luck." Twisting the pommel is, again, an action in lieu of attacking.

Meanwhile, the **dagger +1, harvester's** entry states that "The wielder can use the dagger to harvest up to 1,800gp per day of special components from the remains of any animal, beastman, fantastic creature or vermin, as if he had three ranks of the Animal Husbandry proficiency." The dagger's power doesn't require a separate action to activate, but harvesting special components still takes time.

Finally, the entry for the **dagger +1, spellstealing** states that "Once per day, an arcane spellcaster wielding the dagger can activate its nefarious power by shouting 'teach me!' in Zaharan while making an attack against another arcane caster. If the attack is successful…" This is an example of an effect that requires a successful attack throw to trigger, and as such it requires an attack, not an action in lieu of attacking. The **spellstealing dagger** could be used with a cleave.

ACTIVATION FREQUENCY

Many items offer permanent bonuses or effects. Such effects are always active when e.g. carried, equipped, or worn. Other items offer charged effects that can be used when desired until the charges are depleted. The majority of items, however, are limited in their **activation frequency**, sometimes presented in shorthand (e.g. "1/day"). This frequency is determined at the time of item creation and may be one of the following three types:

- A **cooldown activation** imposes a minimum time delay between uses. The item becomes available again only after the cooldown has elapsed since its last activation (e.g. one turn after the item's effect expired). The item's effects can overlap subsequent activations and persist beyond the cooldown. Cooldown activation is the default unless otherwise noted.

- A **periodic activation** allows a specific number of uses within a recurring time period. Availability is restored at the start of each new period (with days beginning at dawn unless otherwise noted). Any active effects from the item end when the period resets, unless they expire sooner or are perpetual. Unused activations do not carry over to the next period.

- A **periodic activation with cooldown** permits a limited number of uses per period, with a mandatory cooldown between each use. The availability resets at the start of the new period; cooldown begins with each activation. The item's effects can overlap subsequent activations and persist beyond the cooldown.

EXAMPLE #1: A **ring of invisibility** grants *invisibility* for an indefinite duration with an activation frequency of 1/turn. This is a cooldown activation; the duration of the invisibility considerably exceeds 1 turn, but whenever that duration ends, the ring can't be used again for one turn. As the item notes, "The wearer will become visible at the end of his initiative if he casts a spell or attacks a creature while invisible, or if he is **dispelled**, but he may activate the ring's power again after 1 turn passes."

EXAMPLE #2: A **sword +2, purifier** grants immunity to enervation for 3 turns with an activation frequency of 1/day. This is a periodic activation – the sword can be used once in each calendar day. Availability is restored at dawn each day, regardless of when the user activated the immunity during the prior day. If the immunity happened to still be in effect when the sun rose, it would terminate, but because the duration is so short relative to the period, this isn't too likely.

EXAMPLE #3: A **spear +2, wolf-fang** can be used to gain a proficiency with an activation frequency of 3/day, but not more than 1/hour. This is a period activation with cooldown. The spear can be used thrice in each calendar day, with availability restored at dawn each day; in addition, after each usage expires, there is a 1 hour cooldown until the spear can be used again.

CANCELLATION OF EFFECTS

Depending on the nature of the item and the complexity of its effects, its entry might describe the means by which its effects can be terminated or reversed. However, for reasons of space, we have not specified how every single effect of every single item can be cancelled. The following general rules apply unless the entry states otherwise:

- Activated, at-will, and charged effects can be **dispelled** by spells like *anti-magic sphere*, *counterspell*, and *dispel magic*, but permanent effects and permanent bonuses cannot be. Neither permanent or temporary effects can be lifted by *remove curse* or *dispel evil* unless they are curses.

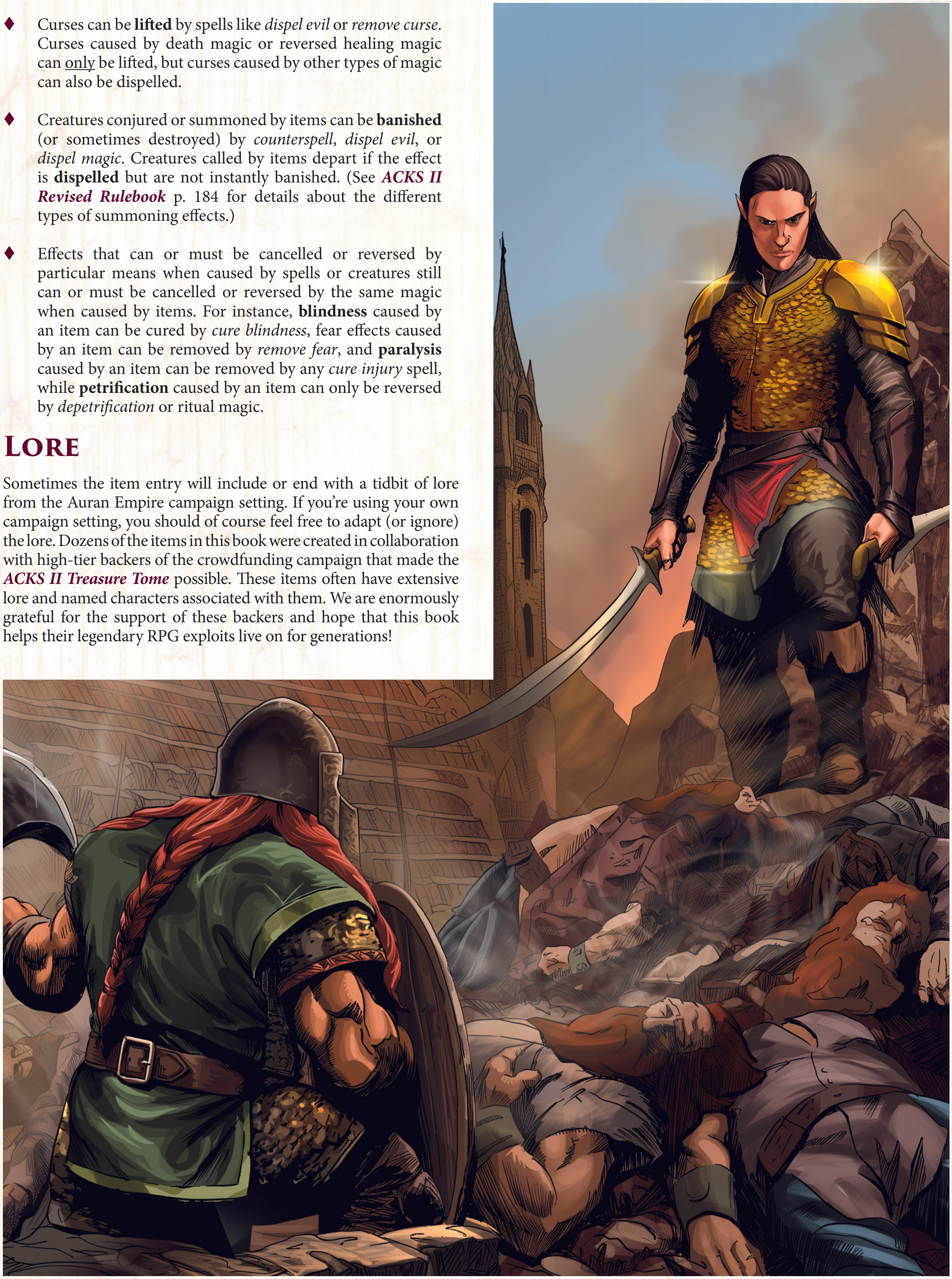
- Curses can be **lifted** by spells like *dispel evil* or *remove curse*. Curses caused by death magic or reversed healing magic can only be lifted, but curses caused by other types of magic can also be dispelled.

- Creatures conjured or summoned by items can be **banished** (or sometimes destroyed) by *counterspell*, *dispel evil*, or *dispel magic*. Creatures called by items depart if the effect is **dispelled** but are not instantly banished. (See ***ACKS II Revised Rulebook*** p. 184 for details about the different types of summoning effects.)

- Effects that can or must be cancelled or reversed by particular means when caused by spells or creatures still can or must be cancelled or reversed by the same magic when caused by items. For instance, **blindness** caused by an item can be cured by *cure blindness*, fear effects caused by an item can be removed by *remove fear*, and **paralysis** caused by an item can be removed by any *cure injury* spell, while **petrification** caused by an item can only be reversed by *depetrification* or ritual magic.

LORE

Sometimes the item entry will include or end with a tidbit of lore from the Auran Empire campaign setting. If you're using your own campaign setting, you should of course feel free to adapt (or ignore) the lore. Dozens of the items in this book were created in collaboration with high-tier backers of the crowdfunding campaign that made the ***ACKS II Treasure Tome*** possible. These items often have extensive lore and named characters associated with them. We are enormously grateful for the support of these backers and hope that this book helps their legendary RPG exploits live on for generations!



POTIONS

A potion is a drinkable liquid whose effect begins the same round it is quaffed. Potions are found in many sorts of containers, such as ceramic pots and glass or metal flasks. They typically contain a single dose which can affect a single drinker. Most are unlabeled, but can be identified by aroma, taste, or appearance in comparison to other samples. While potions of the same kind made from the same formula will share these features, and potions of similar kind may share similar features (e.g. potions with curative properties frequently are some shade of red), such identification is far from foolproof due to differences of manufacture, unreliability of information, and the wide variety of potions in circulation. Characters with the Alchemy, Dwarven Brewing, or Magical Engineering proficiencies can attempt more precise identifications with the corresponding proficiency throws. Any character can identify a potion by sipping it to momentarily experience its effect. However, if the potion is poisonous or cursed, the poison or curse will take effect when the character sips it.

A potion's duration is the same as that of the spell it grants, to a maximum of 1d6+6 turns; potions of spells with instantaneous duration (such as healing potions) remain instantaneous. All non-instantaneous potions presented here that do not have the effect of a named spell are designed with spells that last for 1d6+6 turns unless otherwise specified. A character who drinks a potion while already affected by another potion is **queasy** for 3 turns or the lesser duration of the two potions (whichever is greater), with both potions' effects negated during that time. Alternatively, you can use **Appendix E: Potion Miscibility** for more complex resolution of such scenarios.

A potion's caster level is equal to the minimum caster level required to cast the spell it grants. Drinking a potion or pouring a potion down a helpless combatant's throat requires a combat action. Potions typically affect the drinker directly; potions allowing the drinker to affect others (such as a **potion of dragon control**) are esoteric. Oils are equivalent to potions, but made to be applied topically to a creature or object rather than ingested. Some items listed in this section due to their physical similarity do not follow the above rules and are not true potions (such as a **bottled fountain**, **kraken ink**, **oil of the secret fire** or **witch's ointment**); they can only be created by spellcasters capable of creating permanent items. Unidentified potions have an apparent value of 25gp unless otherwise noted, comparable to a vial of holy water.

Any time a spell cast from a potion triggers a Spells saving throw, the target makes an Implements saving throw instead. Paralysis, Death, or Blast saving throws are not replaced by Implements saving throws, however.

Bottle of Air

Base Cost 2,000gp: Single charge choice of *Water Breathing* 3rd level effect or *Shrouding Fog* 2nd level esoteric effect = effective 4th level esoteric effect. Apparent Value 25gp.

Typically stored in clear glass bottles, this white-tinted potion is effervescent with bubbles. If quaffed, the potion has the effects of a **potion of water breathing**. Alternatively, if shaken and immediately poured out over the user's head while he stands outdoors or in a well-ventilated room, the potion condenses the air around him into a 10' high, 30' diameter cloud that moves with him for 3 turns, as the spell *shrouding fog*. The cloud blocks line of sight for all but the user and any creatures able to *discern invisible*. The potion is perhaps best known for appearing in *Flarius*, a Tirenean comedy about a naiad stealing away a handsome priest of Narivus to her underwater lair, only for him to unceasingly proselytize the virtues of the Empryrean faith to her. Exasperated after a full day of his nonstop sermonizing, the naiad attempts to be rid of him by not renewing her gift of underwater breathing, but Flarius reveals a **bottle of air** kept in his garments and quaffs it to carry on with yet another day's lecturing. Each day when the naiad thinks he is finally finished Flarius produces yet another bottle, until at last on the seventh day she agrees to convert, if only he will leave her in peace.

Bottled Billow

Base Cost 2,500gp: Single charge *Capsizing Wave* 5th level effect. Apparent Value 25gp.

This glass bottle contains briny sea water with a thin layer of foam. If drunk, the foamy brine merely makes the imbiber feel ill from its saltiness. If poured into a body of water such as an ocean or lake, the foamy brine swells into a great wave that surges across the surface of the water in the direction it was poured. If there is a vessel in that direction within 225', the wave acts as per the spell *capsizing wave*. If there is no vessel within 225', the wave dissipates harmlessly.

Bottled Fountain

Base Cost 2,000gp: Single charge *Create Water* 4th level esoteric effect. Apparent Value 25gp.

The flared rim of this glass water vial is stoppered with a bulging cork bound with wire. If the vial is unstoppered and its contents sipped, they taste like clean, fresh water. If drunk, they have no effect except hydrating the imbiber. If the contents of the vial are poured out, however, the water begins to gush like a nigh-endless fountain. 10 gallons of water pour out of the vial each round until 50 gallons of water total have gushed forth, as the spell *create water*. Once water has begun gushing out of the vial, it cannot be stopped up again – any attempt to do so will result in the vial breaking and the water spilling everywhere.

Dryad's Nectar

Base Cost 2,250gp: Single charge choice of *Plant Growth* 4th level effect or *Allure* 1st level effect = effective 4.5th level effect. Apparent Value 50gp.

Stoppered and sealed with a piece of iron in the shape of a flower, this vial of dark green glass contains a nectar extracted from the life essence of dryads. The nectar is as fickle as the beautiful and dangerous nymphs from which it is drawn, at one moment thick as a tree's sap and the next viscous as the spirits made from its fruit. If the nectar is drunk, the drinker acquires a measure of the nymph's ability to entice with her speech and mannerisms, gaining the Mystic Aura proficiency for 6 turns as the spell *allure*. If the nectar is instead poured out over even the slightest amount of vegetation, it causes the watered plants to grow in seconds as much as a grove of dryad trees might in a century: up to 3,000 square feet of vegetation contiguous with the sap-stained spot will transform instantly into an overgrown thicket, as the spell *plant growth* but lasting 6+1d6 turns.

Elixir of Stolen Life

Base Cost 3,000gp: Single charge *Body Swap* 6th level effect. Apparent Value 50gp.

This sweet liquor is stored in a double-mouthed ceramic flask. Each mouth of the flash is connected to one-half the interior volume. If two living creatures of man-size or smaller and 11 HD or less each drink half the elixir and then make physical contact with each other in the same turn, each imbiber may take on the form of the other, as the spell *body swap*. If both imbibers are willing, the effect is automatic for both of them. If either imbiber is unwilling (e.g. because he is force-fed the potion while helpless or because he is tricked into drinking it), it might fail. The unwilling imbiber(s) can make Implements saving throw(s) to resist the body swap. If either imbiber saves, the body swap does not occur for either of them. If the body swap takes place, the effect lasts for 1 month, or until **dispelled**. If the effect expires or is dispelled after one of the imbibers has died, then the surviving imbiber must make a Death saving throw. If the throw fails, the imbiber returns to its original (dead) form and dies. If the save succeeds, the surviving imbiber retains the new form permanently.

Healing Salve

Base Cost 400gp: 4 charges cantrip effect. Apparent Value 25gp.

This salve is an enchanted liniment based on camphor, wormwood, and oil. If rubbed on a wound, it heals the creature of 1 point of damage. The salve is found with 1d3+1 doses, but any given creature can only benefit from the salve once per day.

Ivorean War-Paint

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This chunky blue pigment is contained within a white pottery jar painted with the old Ivorean runes that were once common to the Ivorean tribes in what is now Rorn. If used to pain the arms, chest, and face of a man-sized or smaller creature, the pigment makes his skin as supple as leather and as tough as iron. The recipient receives a +2 bonus to AC, and decreases mundane damage suffered by 1 point per die, to a minimum of 0 points per die. The pigment will function with even greater effect when used on notable heroes: a 7th level recipient will gain a +4 bonus to AC and decrease mundane damage suffered by 2 points per die, while a 13th level recipient will gain a +6 bonus to AC and decrease mundane damage suffered by 3 points per die. The paint's AC bonus does not stack with worn armor or **bracers of armor**, but does stack with **rings of protection**, the spell *divine protection*, and similar effects. While traditional use of the paint among Ivorean tribes involved ceremonially applying it in a pattern of elaborate whorls, a fistful of paint briskly smeared across the upper body in a single round will suffice to activate its effect. The origins of **Ivorean war-paint** are disputed; some (mostly dwarvish) scholars call it a crude imitation of the flesh-runes used by dwarven furies, but most scholars consider it an indigenous concoction developed by the Ivoreans when the secrets of armorsmithing were still unknown to them.

Kraken Ink

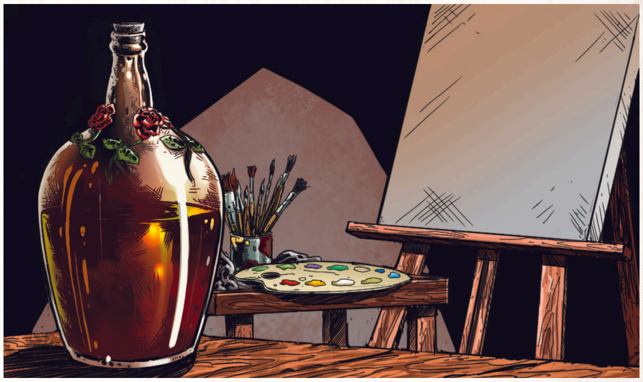
Base Cost 1,500gp: Single charge 3rd level esoteric effect. Apparent Value 25gp.

This black ink is distilled from the sepia of krakens and prepared magically to spread without the propulsive strength of its ink sac. When poured into a body of water, the **kraken ink** instantly spreads from the point where it is poured to form a watery cloud 180' in radius. The ink has effects similar to a *tenebrosity* spell but covering a greater area, and disperses into the water after 1 turn. The *tenebrosity* reduces any light to pitch blackness within 90' of the target location or object; bright light to dim light within 180' of the target; and dim light to pitch blackness within 180' of the target. The *tenebrosity* also blocks out **lightless vision**.

Mead of Inspiration

Base Cost 2,000gp: Single charge *Crafting* 4th level effect. Apparent Value 100gp.

Many times throughout history an artisan has retired from a day of struggle with a troublesome piece, only to suddenly realize the appropriate next step and be swept back up into his work. While most come by such insights of their own accord, occasionally magic plays a helping hand. Made from the honey of carefully-maintained garden flowers, this sweet mead is stored in bottles that are themselves minor works of art, with blown glass flowers decorating the bottle neck. Drinking a full bottle of **mead of inspiration** grants one additional rank of Art or Crafting proficiency for purposes of completing a single project, as the spell *crafting*. This additional skill and artistry lasts until the project is finished, 1 day is spent without major work on it, or 1 month passes.



Midnight Oil

Base Cost 500gp: Single charge *Tenebrosity* 1st level esoteric effect. Apparent Value 25gp.

This dark oil is entirely opaque, with so little gloss to its surface that it appears solid. When burned, it produces a region of darkness rather than light, as the spell *tenebrosity*. The *tenebrosity* reduces any light to pitch blackness within 15' of its location; bright light to dim light within 30' of its location; and dim light to pitch blackness within 30' of its location. The *tenebrosity* will be centered on the torch, lantern, or other object or creature the oil was applied to before being lit, and will move with it, blocking **lightless vision**. If the oil is simply spilled on a patch of ground and lit, the affected area will be statically centered on the point where the oil was poured. The *tenebrosity* will persist for 7 turns or until the "flame" is smothered.

Oil of Bane-Rune

Base Cost 500gp: Single charge *Bane-Rune* 1st level effect. Apparent Value 25gp.

This dark oil has a silver sheen and a metallic scent. If used to oil the blade of an edged or pointed weapon, the weapon is temporarily enhanced to the equivalent of a **magic weapon +2** against a particular type of creature, as the spell *bane-rune*; weapons already enchanted instead gain an additional +1 versus such creatures while oiled. The vial contains enough for 20 arrows, 2 tiny one-handed weapons, or a single small, medium, or large weapon. The oil is only useful against one particular type of creature, determined at its creation; the Judge should roll on the Creature Type table on p. 51 to determine this, disregarding the "roll twice" result. All **oils of bane-rune** are superficially identical; they can be identified as such by the typical adventurer's methods, but identifying the foe they are made to be used against requires an Alchemy proficiency throw, magical research, or so forth.

Oil of Excavation

Base Cost 1,500gp: Single charge *Create Chasm* 3rd level effect. Apparent Value 25gp.

This acidic ochre oil is almost always found in metal flasks, as the risks of a glass or ceramic container breaking are catastrophic. When **oil of excavation** touches any kind of earth (soil, sand, silt, or clay) or uncut, unworked stone, it immediately begins to burn away at it. Within seconds, it cuts open a chasm 25' in diameter and 10' deep centered on the point where the oil begins to spill, as the spell *create chasm*. Creatures in the affected area when the chasm opens can jump to the side and avoid falling in if they succeed on a Blast saving throw. Those that fail their save, or those that fall in at a later point, suffer 1d6 🔨 damage. At the end of the oil's duration or when dispelled the earth bubbles up violently and reforms, filling the pit.

Oil of Extra-Sharpness

Base Cost 2,250gp: Choice of single charge 3rd level effect 1,500gp or 3 charges *Sharpness* 1st level effect, 1,500/2 = 750gp. Apparent Value 25gp.

This dark oil resembles the sort used to polish weapons and armor, but carries a potent metallic smell. If used to oil the blade of an edged or pointed weapon, the weapon is temporarily enhanced to the equivalent of a **magic weapon +2**; weapons already enchanted gain an additional +1 while oiled. The vial contains enough for 20 arrows, 2 tiny one-handed weapons, or a single small, medium, or large weapon. The oil can also be used in doses of one-third each, in which case it grants only a +1 bonus, or an additional +1 to damage rolls for already enchanted weapons, as **oil of sharpness**. Applied as one treatment, the oil will evaporate after 1d6+6 turns, but if used as **oil of sharpness** the oil will evaporate 3 turns after it is applied.

Oil of Invisibility

Base Cost 1,500gp: Single charge *Invisibility* 3rd level effect. Apparent Value 25gp.

When this clear oil is applied to a creature or object, it renders the recipient **invisible**, as the spell *invisibility*. One dose of oil is sufficient to coat a creature along with everything it carries, or one unattended object of up to 1 cubic foot. If the recipient casts a spell or attacks a creature, the oil's effect expires at the end of the recipient's initiative.

Oil of Liquefaction

Base Cost 2,500gp: Single charge *Earth's Mire* 5th level effect. Apparent Value 25gp.

This clear odorless oil could be mistaken for water were it not for its viscosity; it is always found in metal flasks due to the risks of carrying it in fragile glass or ceramic containers. When poured out upon natural, uncut, unworked rock, the potion transmutes it into an equal volume of mud, as the spell *earth's mire*. An area of 3,000 square feet of stone will be transmuted down to a depth of 10', typically resulting in a circle of mud 60' in diameter centered on the point at which the oil was poured (though if stone is lacking in a single direction the remaining directions will be transmuted to a greater distance, at Judge's discretion). The mud returns to stone as the oil evaporates at the end of its duration.

Oil of Ooze

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

This malignant grey fluid was first discovered centuries ago in dwarven alchemy labs. Upon escaping its glass flask, the fluid expands to form a highly acidic **grey goo** (see ***ACKS II Monstrous Manual*** p. 166). If its command word is spoken as it is poured out, the pourer can control the grey goo by mental command, provided that he concentrates on nothing but controlling the creature. The grey goo lasts for up to 1 turn or until dismissed on the controller's initiative, upon which it dissolves into water. If the controller's concentration is broken for any reason, or if the grey goo moves more than 240' from the controller, control of the grey goo is lost and cannot be regained. The goo will also escape if the flask is left uncapped for more than one consecutive round. An uncontrolled grey goo attacks all creatures in its path until **banished**.

Oil of Permanency

Base Cost 100,000gp: Single charge *Permanency* 8th level ritual effect. Apparent Value 500gp.

Held in a thick porcelain vial with an ebony stopper bound by platinum wire, this potent oil is dark and thick with spots of light shining through it like stars. These stars cling as tightly to magic as their counterparts do to the firmament. If a creature or object is anointed with the oil, and the creature is then affected by an eligible spell before the oil dries (1d6+6 turns), the spell's effect becomes permanent, as the ritual spell *permanency*.

Not every spell is eligible for permanency. The oil cannot make permanent a spell with an instantaneous duration, a spell which requires the target to make a saving throw, a spell of ritual level, or a divine spell absent the permission of the deity (Judge's discretion). The Judge can also declare that the oil will not work with any other specific spell that he believes damages game balance. Spells with a duration of concentration can be made permanent by the oil, but are not thereby made continuous; the effects will require the recipient's concentration to use, as if they were from at-will magic items activated by concentration.

An item can be anointed by the oil up to five times, though at increasing risk. There is a cumulative 20% chance of failure for each *permanency* after the first, and if the *permanency* fails, it destroys the item completely. A creature can benefit from being anointed by the oil once without risk. If the creature is anointed again, it will begin to suffer side effects. Thereafter, roll on the Tampering with Mortality table at -1 per additional permanency, in addition to other modifiers, and no bonus from caster level. *Permanency* from other sources (such as a scroll or ritual) stacks with the oil.

A number of Aurëposean legends tell of heroes who, after being anointed in **oil of permanency**, were granted everlasting invulnerability to weapons. Invariably such myths end tragically, with the hero slain by a blow delivered to some spot left uncoated by the oil. These legends almost certainly stem from ignorance, as the recipient does not need to be fully immersed in or covered by the oil for it to work. The official stance of the Tower of Knowledge is that these heroes were likely felled by enchanted weapons, rather than by some flaw in the oil.

Oil of Relaxing Respite

Base Cost 100gp: Single charge cantrip esoteric effect. Apparent Value 75gp.

The **oil of relaxing respite** has the pleasant aroma of lavender herbs. A creature with the oil massaged onto his temples, his forehead, and the back of his neck will enjoy soothing and peaceful sleep that night, free of any pain and sorrow, and will heal one extra hit point in the coming day if he rests completely. If he is **enervated**, he gains a +2 bonus on his Death saving throw upon waking. The effect of the oil ends when the recipient stops completely resting or takes any damage, or after one full day of rest. It provides no further benefit to a creature already under the effects of the spell *salving rest*.

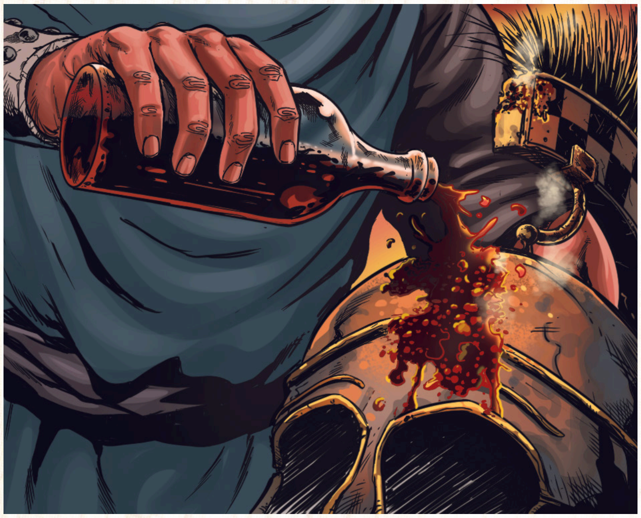
Oil of Rust

Base Cost 1,000gp: Single charge 2st level effect. Apparent Value 25gp.

This dark oil is stored in a glass vial, with red-orange flakes of rust visible within when shaken. If poured onto a single metal object or creature, the oil can immediately **disintegrate** the target. Pouring the oil on an unwilling target creature requires a successful attack throw. Pouring the oil on an object worn or held by an unwilling creature requires a successful attack throw to sunder (-4 penalty, or -2 with Combat Trickery). The effect of the oil depends on the nature of the target:

- An ordinary metal object is automatically destroyed.
- A metal creature, such as a dwarven automaton or iron golem, is destroyed unless it succeeds on a Death saving throw.
- A magic item worn or held by a creature is destroyed unless its wielder succeeds on a Death saving throw to avoid its destruction. The wielder can add the item's magic bonus (if any) as a bonus to the save.
- A magic item not worn or held by a creature is destroyed unless the item succeeds on a Death saving throw. The item saves as if it were a fighter of level equal to its magic bonus. If the item has no magic bonus, it saves as a 0th level fighter.

While certain dwarven histories allude to elven employment of such powers to destroy their war machines during the Bitter War, the earliest reliable record of the oil appears far later: *The 7,777 Judgements of Sulaimon* describes its use by a sect of Opelenean thieves to breach the magical gates of the Grand Temple of Alakyrum and abscond with a king's ransom in holy relics.



Oil of Scrying

Base Cost 2,000gp: Single charge *Scry* 4th level esoteric effect. Apparent Value 25gp.

This highly-reflective oil has a metallic sheen. If poured into a still body of water, it will form an iridescent film over the surface up to 1' across. The first creature to lightly touch this film will be able to *scry*, as the spell. He will see his choice of creature, object, or place in the liquid until he loses concentration, the surface of the water is disturbed, or the oil evaporates. The oil will evaporate 1 turn after it is poured.

Oil of Sealing

Base Cost 500gp: Single charge *Seal Portal* 1st level esoteric effect. Apparent Value 25gp.

This mustard-yellow oil is highly viscous. When applied to a chest, door, gate, portcullis, shutter, or window, the oil trickles around and into the portal, seeping into its hinges, locks, and other mechanisms. The oil then dries immediately after, bonding the portal's surfaces tightly shut, as the spell *seal portal*. The oil evaporates after 2d6 turns, allowing free use of the portal again thereafter, though it leaves behind unpleasant yellow stains that are difficult to clean.

Oil of Superior Slickness

Base Cost 2,250gp: Choice of single charge 3rd level effect 1,500gp or 3 charges *Slickness* 1st level effect 1,500/2 = 750gp. Apparent Value 25gp.

This pitch-black oil can be distinguished from ordinary **oil of slickness** by its aroma of ripe olives, a pleasant contrast to the putrid, greasy smell of its common counterpart. One-third of a bottle of this oil can coat a single object or creature, or cover a 10' by 10' square surface or floor, as the spell *slickness*. A full bottle can coat a surface or floor with the same effect but much greater area, up to 1,200 square feet. For example, if poured out on a flat surface and allowed to spread evenly, it will produce a great circle with a nearly 40' diameter, centered on the point where the oil was poured. The oil evaporates after 3 turns.

Oil of the Saint's Touch

Base Cost 2,500gp: Single charge choice of *Cure Disease* 3rd level effect, *Remove Curse* 3rd level effect, or 2nd level effect = effective 5th level effect. Apparent Value 25gp.

This oil is virtually transparent, save for the slightest hint of silver color. Thrice blessed, and traditionally crafted in a pinnacle of good, it serves as a powerful curative agent against the corruptions of the world. A creature anointed with the oil upon his brow will be cured of all diseases afflicting its body, as the spell *cure disease*. If the creature is instead anointed with the oil upon its eyes, each curse afflicting its soul has a chance to be **lifted**, as the spell *remove curse*. Oil of this kind can also be used in the same manner as holy water (see ***ACKS II Revised Rulebook*** p. 298), though with far greater potency. The oil deals 2d8 ☥ to a chaotic enchanted creature directly impacted with the flask, and 2d3 ☥ to such creatures which are splashed by it. Furthermore, rather than last only 2 rounds, the oil's purgative damage can linger on: a creature damaged by the oil must make a Death saving throw each round on the same initiative count; on a success it takes no damage and the effect ends, but on a failure it suffers the damage again that round and the effect continues.

Oil of the Secret Fire

Base Cost 2,000gp: 4 charges 1st level effect. Apparent Value 25gp.

This bronze flask is sealed with a signet mark of a half-closed eye. It appears to contain good quality lantern oil, which if used normally in a lantern burns as expected for 4 hours. If the oil is instead set in a lantern prepared with a single hair wound about its wick, only the creature from whom the hair came will be able to see its light, his surroundings dimly illuminated to a range of 60' when to all others the lantern appears dark; this **lightless vision** lasts for 4 hours but otherwise functions as the spell. If as many as four total users each contribute a strand of hair the fire's secret will not last as long; the oil will only last for 4 hours in total, split between the number of users. For example, if two users shared a secret fire, it would burn secretly for 2 hours, then be extinguished.

Oil of Unliving Puppetry

Base Cost 500gp: Single charge *Unliving Puppet* 1st level effect. Apparent Value 25gp.

This dark brown oil smells of embalming fluids, though the preservatives cannot entirely cover a deeper stench of putrefaction. If an entire vial of the oil is poured over the mostly intact remains of a deceased creature of less than 9 HD, the remains will animate as an undead skeleton or zombie and immediately begin attacking the nearest living creature for 1 round. However, if a small sip is taken before the remainder of the oil is poured on the bones or body, then the remains will animate under the imbiber's control, as the spell *unliving puppet*. The controlled undead will remain animate until it is destroyed, is more than 90' from the imbiber, or the imbiber relinquishes concentration. In either case, the undead will then crumble to dust once the effect expires.

Potion of Aging

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

When freshly prepared, this **cursed** potion looks like curdled milk and smells of dust and rot overlaid with the melancholy musk of the elderly, but before being bottled it is invariably disguised to look and smell like another, more beneficial, draught. The potion has no effect when drunk by a youth, but an adult or older character unfortunate enough to drink a **potion of aging** must immediately make a Death saving throw. If the save succeeds, he feels the momentary anguish of senescence, but it passes, and his youth holds strong. If the save fails, he instantly ages 1d10 years. Attribute adjustments from age are applied immediately, as up to a decade of skin wrinkling, muscles weakening, and senses dimming strikes him all at once; afterwards, the character must make any necessary Death saving throws from old age. Note that if the potion causes the character to advance past his racial maximum listed age, he might be forced to make several Death saves.

Potion of Alacrity

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This white-tinted potion tastes incredibly sweet. The drinker finds himself invigorated with restless energies, his heart pounding so quickly it feels as though it will beat itself out of his chest. For the next 6 rounds, he acts with incredible celerity. During this time, his movement speed is doubled and he gains two additional attacks per round. However, spellcasting is not accelerated by the potion, nor is the use of items, and the increased speed does not combine with other speed effects. After 6 rounds elapse, the drinker is left **fatigued**. He suffers a cumulative -1 penalty on attack throws, proficiency throws, saving throws, and damage rolls each day until the condition is ended. The condition ends when the drinker rests as his dedicated activity for 1 day and gets 8 hours of restful sleep.

Potion of Antivenom

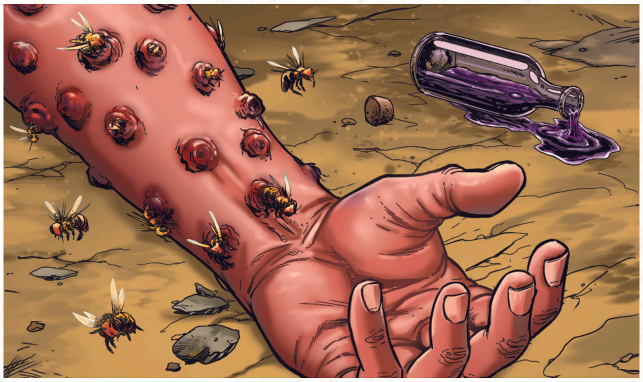
Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 25gp.

This opaque violet potion exudes the aroma of meat mid-roast, the smell of burning fat so appetizing it provokes involuntary salivation. If the potion is drunk by (or poured down the throat of) a creature that has been poisoned by the bite or sting of an animal, monstrosity, or vermin, the poison is immediately neutralized, as per the spell *neutralize poison*. However, the potion has no effect on ingested or inhaled poisons or on poisons derived from plants.

Potion of Apiculture

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

This **cursed** potion carries the scent of honey and appears as an emulsion of the sweet syrup in water. Upon being quaffed, horrible boils emerge over the drinker's body, bursting the same round to release dozens of droning bees, and leaving gruesome scarring (see ***ACKS II Revised Rulebook*** p. 517). The drinker suffers 1d6 ☠ damage, with the bees coalescing into a 2 HD **insect swarm** (see ***ACKS II Monstrous Manual*** p. 306) which angrily follows him. A successful Death saving throw prevents half the damage and the scarring, but does not prevent the swarm's emergence. The swarm will remain centered on the drinker even if he perishes well before that time, eventually dispersing after 6 turns or if **dispelled**.



Potion of Aquatic Adaptation

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 25gp.

This deep blue potion smells of the sea, salty with slight notes of sodden soil. A man-sized or smaller creature that drinks the potion adapts to water as if spawned in it: he gains the ability to breathe underwater at any depth, and to swim on the surface or underwater at a combat speed of 40' per round and an exploration speed of 120' per turn. The drinker must have at least three limbs (hands and feet) free to swim. While swimming he can charge or run, attack, cast spells, defend himself, and otherwise act normally.

Potion of Blindness

Base Cost 1,500gp: Single charge *Cause Blindness* 3rd level effect. Apparent Value 25gp.

This **cursed** potion is as dark as a starless sky. A creature that drinks the potion must make a Death saving throw. If the save succeeds, his vision momentarily darkens but he suffers no lasting ill effect. If the save fails, the drinker is **blinded** in both eyes, his flesh instantly flash-boiled away with black ichor left falling from his tear ducts. The result is permanent and cannot be **dispelled** or **lifted**. Only *cure blindness*, *repair disfigurement and disability*, or *restore life and limb* can make the drinker whole again.

Potion of Bottomless Appetite

Base Cost 1,000gp: Single charge *Dark Whisper* 2nd level effect. Apparent Value 25gp.

This **cursed** potion smells like a hearty meal common to the region in which it is made, but its effect is anything but heartening. As the potion reaches his belly, the drinker feels a preternatural hunger set in. He must make a Death saving throw. If the save succeeds, the hunger passes after a moment. If the save fails, the hunger lingers. The drinker will thereafter never feel nourished no matter how much he consumes, leading to an endless appetite. Each hour that the victim has not consumed *something* (food, alcohol, etc.) he suffers a cumulative -1 penalty to all saving throws. This effect cannot be **dispelled** but can be **lifted**.

Potion of Brilliant Restoration

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 50gp.

This bright red potion shimmers under light from the silver emulsified within. After quaffing the mixture, the drinker finds himself filled with a gentle warmth; he is instantly healed of 2d6 damage, and receives a bonus of +2 to his AC and saving throws for the following hour.

Potion of Burglary

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 25gp.

This light grey potion smells of buttery oil. Any man-sized or smaller creature may drink it, but only a thief or person with similar skills will get full use of its effects. All drinkers temporarily gain the Trapfinding proficiency, which grants a +2 bonus on Searching and Trapbreaking proficiency throws and reduces their chance of triggering undetected traps from 2 in 6 to 1 in 6. If proficient in Lockpicking, the drinker also temporarily gains the Lockpicking Expertise proficiency. He receives an additional +2 bonus on Lockpicking proficiency throws, reduces his chance of botching when hastily picking a lock to unmodified rolls of 1, and never botches when methodically picking a lock.

Potion of Captain's Presence

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

This sweet green potion temporarily grants its drinker the body language and speech of a natural-born leader. His henchmen, mercenaries, and other troops gain a +2 bonus to morale in his presence, as if he possessed the Command proficiency. (If he already has the Command proficiency, there is no additional benefit.) The effect of this potion lasts 3 turns.

Potion of Clairsapiency

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 25gp.

This clear potion has the iridescence of oily water, colors rippling at the slightest shake or sound. The drinker gains the power to see and hear through the eyes and ears of another living creature within 90', as if benefitting from both the spells *clairaudiency* and *clairvoyancy* at the same time. As with the spells, the target can either be selected by line of sight within range or by direction and distance. Concentration must be used to borrow a target's senses, but can be dropped and resumed later during the duration of the effect, and a new target may be selected once per turn.

Potion of Commotion

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This bright blue potion seems to slosh around loudly in its container, even when sealed without any empty volume inside. The drinker becomes extremely sensitive to noise, with the slightest perturbation becoming a great commotion. He can listen for noises as a thief of his class level, as if he possessed the Eavesdropping proficiency. The squeals, steps, and slams bounce around in his skull and scream to be set free. He can end the effect of the potion prematurely by emitting a mighty screech. If the drinker screeches, every creature in a 60' long and 30' wide cone in front of the drinker must succeed on a Blast saving throw or become **deafened**. Deafened creatures can make an additional saving throw at the start of their initiative each round, with the condition ending on a success.

Potion of Comprehension

Base Cost 500gp: Single charge *Discern Gist* 1st level effect. Apparent Value 25gp.

This potion smells of musty old books and long-burning candles. It grants its drinker the ability to discern the general meaning of any written script he reads, including codes and secret symbols. This translation is only approximate, lacking the nuances important to esoteric and magical works. Reading a poem may lead to an understanding that the subject matter is royal fratricide, for example, but lack the detail that one brother's name is an anagram for "Duty" and that the story is a parable about holding conflicting values. The comprehension is sufficient to identify scrolls and spell formulas but not to use a scroll or translate a spell formula into a spellbook. The effect lasts for 2 turns.

Potion of Counter-Shifting

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 25gp.

This bright red potion is odorless and tasteless, and though it appears highly viscous, it can be downed as easily as water. The drinker becomes **immune** to all transmogrification spells and effects for 2 turns, including any effects currently active on him. The Judge should apply this not only to obviously hostile spells – *curse of the swine*, *bath of the goddess* and the like – but also to any beneficial spells and effects that enhance the subject's abilities, such as *lightless vision*, *spider climbing* and *water breathing*. (For a list of transmogrification effects, see ***ACKS II Judges Journal*** p. 360.)

Potion of Deathly Appearance

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

This black potion carries the strong scent of licorice. If a living creature simply imbibes the potion, 1 round later it will become **paralyzed** and take on the appearance of a freshly deceased corpse. However, if the drinker first spits into the potion before drinking it, his appearance will instead be of a putrefied corpse with the diseased, disgusting stench of a week's decay. Carnivorous monsters which do not habitually consume carrion will usually refuse to eat such a seemingly-decayed corpse (Judge's discretion). In either form, the drinker remains conscious, able to see, hear, and smell, but cannot move his body, and will have no apparent reaction to pain, surprise, or other stimulus. The effect ends after 6 turns or when the drinker chooses to revive, whichever happens first; an early revival will occur 1 round after he has willed himself to re-animate.

Potion of Desperate Valiance

Base Cost 2,000gp: Single charge 6th level effect 3,000gp; Single charge drawback 2nd level effect -1,000gp. Apparent Value 25gp.

This potion seems similar to a **potion of supreme valiance**, but its nectar is polluted with the tastes of blood, ash, and tears. If the drinker is a man-sized or smaller fighter (or other creature with equal or better attack progression), he will find his hands steadied, his eyes sharpened, and his body and spirit invigorated. For 1 turn, he becomes **immune** to fear effects, receives a +2 bonus to all attack throws, damage rolls, and saving throws, and gains 2d8 temporary hit points. He also feels compelled to battle with grim desperation, becoming limited in his tactics as if he were **berserk**. Should the drinker survive the turn, he will doubtlessly have committed deeds worth recounting – but recounting them may not be his lot, for he must then succeed on a Death saving throw or instantly perish, his heart giving out from the effort. The temporary hit points gained from this potion will be the first lost if any damage is suffered, but cannot be regained through rest or healing magic, and will disappear at the expiration of the potion's duration. If the drinker is not a creature eligible to benefit from the potion, it has no effect except to inflict mild heartburn for 1 turn.

Potion of Dire Skinchanging

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

Carrying the same musky smell as a **potion of skinchange** but of an even stronger reek, this potion is green and dark as pine needles under a new moon. As with the spell *skinchange*, the drinker may assume the form of a normal or giant animal native to his present location, and may change form at the start of his initiative each round until either the effect expires or he reverts to human form. Any creatures large-sized or smaller which he assumes the form of are truly immense and mighty examples of their kind, twice as tall and eight times as heavy, **enlarged** by one size category. This greater size increases the drinker's melee attack throws by +2 and doubles his melee damage dice while in those shapes, as the spell **beast growth**.

Potion of Disappearing

Base Cost 3,750gp: Choice of 6 charges 1st level effect 3,000gp or single charge *Invisibility* 3rd level effect 1,500/2 = 750gp. Apparent Value 25gp.

This transparent potion contains enough liquid for 6 sips. If the potion is consumed a single sip at a time, the drinker gains the benefit of an *invisibility* spell for 1 turn. If the potion is drunk in its entirety, he gains the benefit of an *invisibility* spell for 1d6+6 turns. In either case, the drinker still becomes immediately visible if he attacks or casts a spell. Assassins are prone to arguing about the best way to use this potion, as drinking the entire draught offers better duration, but consuming it in short sips allows the assassin to interweave attacks or spells between short periods of invisibility.

Potion of Dragon Control

Base Cost 1,000gp: Single charge 2nd level esoteric effect. Apparent Value 25gp.

This murky potion smells of burning flesh and cold sweat. The drinker's voice becomes enticing and captivating to dragons. By addressing a single dragon within 90' with riddle-talk he can compel it to obey his commands, as the spell *dominate monster*. The targeted dragon must make an Implements saving throw; on a success it resists the effect, but on a failure it falls under the drinker's control. The **dominated** dragon acts according to the drinker's will, doing whatever it is commanded, but has no independent volition; if left without command it simply settles into an imperious pose. The domination lasts while the drinker maintains his concentration on conversing with the dragon in riddles, or until the dragon is somehow forced out of range of the drinker, the duration expires, or the effect is **dispelled**. Once the effect ends, the dragon will be hostile to the drinker.

Potion of Dream Reading

Base Cost 1,500gp: Single charge *Telepathy* 4th level esoteric effect 2,000gp; Single charge drawback 1st level effect -500gp. Apparent Value 25gp.

This brown-tinted potion has a sour smell. When imbibed, it allows the drinker to enter the dreams of sapient creatures within 180' for 1 turn. The effect is identical to the spell *telepathy*, except that the drinker can only establish telepathic links to communicate with **slumbering** or **unconscious** creatures. The drinker automatically loses his telepathic link with a creature the moment it wakes up. As with *telepathy*, the drinker must maintain stationary concentration to keep a telepathic link active, but does not need to maintain concentration to sustain the effect. The drinker can start, maintain, end, and re-start telepathic links each round as desired until 1 turn has passed since the potion was drunk.

Potion of Eagle Eyes

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 25gp.

This clear potion rests in a rectangular bottle. Creatures and objects viewed through the fluid seem closer than they actually are, as if it were a refractive lens. The drinker can see eight times further than normal. His improved vision reduces the penalty for missile attacks to -1 at medium range and -2 at long range.

Potion of Elemental Aegis

Base Cost 4,000gp: Choice of 3 charges *Energy Protection* 2nd level effect 3,000gp or single charge *Energy Invulnerability* 4th level effect 2,000/2 = 1,000gp. Apparent Value 25gp.

This chalky pale blue potion contains enough liquid for three sips. If a single sip is quaffed, the potion's drinker becomes **resistant** to mundane and extraordinary damage of a particular energy type for 6 turns, as the spell *energy protection*. If the potion is quaffed in its entirety, the drink instead becomes **immune** to that type of mundane and extraordinary damage, as the spell *energy invulnerability*. The type of damage that the potion hinders is chosen by its maker when he brews the potion; the Judge can roll 1d6 to randomly determine whether a given potion protects against cold, electric, fire, luminous, necrotic, or seismic damage.

Potion of Escape

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 25gp.

This potion is an emulsion of quicksilver and oil, with miniscule drops of metal suspended in viscous fluid. When imbibed, the drinker can immediately teleport to a point of his choice within 360', as if he had cast the spell *arcane shift* on himself. (A drinker who quaffs this potion without being aware of its nature will be teleported by line of sight in whatever direction they were looking when they swallowed it, to either a range of 360' or until they are in front of an object obscuring further view, whichever is closer.) When the drinker arrives at his destination, and for 6 turns thereafter, he is **invisible** and his movement speed is doubled. The invisibility (but not the enhancement to his speed) expires immediately if he attacks, speaks, or casts a spell.

Potion of Extra Luck

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 25gp.

This thick green potion tastes of vanilla and mint. The drinker gains a +4 bonus to all saving throws. In addition, he gains 1d4 instances of good luck. While the drinker has instances of luck remaining, any attacks or spells that target him will fail, instead consuming an instance of luck rather than causing damage or malevolent effect. The drinker's luck cannot protect him from area of effect spells or attacks, but neither do these reduce the wearer's remaining instances of luck. The saving throw bonus, and any unused instances of luck, expire after 3 turns.

Potion of False Residence

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

When imbibed, this clear, soapy potion creates two illusory effects. First, it turns the drinker **invisible**, as the spell *invisibility*. Second, it creates a dynamic multi-sensory illusory copy of the drinker in the exact spot where he drank the potion. The illusory simulacrum will seem to breathe, glance around, nod its head, react to injury, shift its body weight from leg to leg, and otherwise act naturally, but it will not move more than a few feet from its starting spot, regardless of where the drinker goes afterward. Both effects end simultaneously if either is **dispelled** or if the drinker attacks or casts a spell; otherwise, they both expire at the end of 3 turns.

Potion of Fickle Beauty

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 200gp.

This potion bears the fragrant aroma of flowers, but a subtle scent of decay serves as an implicit reminder that nature does not often allow flowers to survive through winter. When the potion is imbibed, the drinker immediately becomes 10 years younger, though her age will not regress to less than the minimum age of adulthood. Recalculate any attribute penalties from age based on her new age. Unlike the closely-related **potion of youth**, which threatens its drinker with ever-increasing risk of age reversion each time it is drunk, the **potion of fickle beauty** makes its drinker forever more fragile in the face of injury. Whenever the drinker rolls on the Mortal Wounds table, she suffers a cumulative -5 penalty on the 1d20 roll per **potion of fickle beauty** she has consumed. In addition, any scarring she thereafter suffers is worsened by her fragility, with minor scars becoming notable, notable scars becoming gruesome, and gruesome scars requiring her to succeed on a Death saving throw or drop dead on the spot. These penalties are cumulative if multiple potions are consumed, with future Mortal Wounds throws becoming increasingly dangerous and any future scars increasingly dreadful. The penalties can only be removed by a *wish*, *miracle*, or similar ritual-level effect.

Potion of Freedom

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 25gp.

When imbibed, this woad-blue potion makes the drinker **immune** to **paralysis** of any sort. He is entirely unaffected by the spells *halt humanoids* and *cone of paralysis*, by grave ghoul paralysis, by the paralyzing fear of hellhawks, and so on.

Courage is the only coin that can buy freedom.

Besheradi Proverb

Potion of Freezing

Base Cost 500gp: Single charge *Ice Floe* 1st level effect. Apparent Value 25gp.

This potion is mostly clear, darkening to light blue at its center. If a creature drinks one sip of the potion, and then pours the remainder out over a body of water, the potion will freeze a portion of the water up to 10' long, 10' wide, and 1' thick into a flat pack of ice, as the spell *ice floe*. The ice floe wll be about 1.25" above the water and support up to 5 lbs per cubic foot while remaining afloat. If the imbiber concentrates while touching the ice, he can magically move it across the water at a combat speed of 20' per round. At the end of the potion's duration, or if the effect is **dispelled**, the imbiber loses the ability to magically move the ice, but the ice itself does not immediately vanish. It will melt after 8 hours of above-freezing temperatures. If a creature accidentally or intentionally pours the entire potion over a body of water, it creates an *ice floe* as above, but the creature has no ability to move the ice. If a creature drinks the entire potion, it has no effect beyond the ordinary refreshment of chilled water.

Potion of Giant Control

Base Cost 1,000gp: Single charge 2nd level esoteric effect. Apparent Value 25gp.

Sediment resembling tiny boulders rolls along the bottom of this strong-smelling potion's flask. The drinker's voice becomes deep, booming, and impossible for giants to overlook. By boldly addressing a single giant within 90' with simple and clear orders he can compel it to follow his commands, as the spell *dominate monster*. The targeted giant must make an Implements saving throw; on a success it resists the effect, but on a failure it falls under his control. The **dominated** giant acts according to the drinker's will, doing whatever it is commanded, but has no independent volition; if left without command it simply stands around stupidly. The domination lasts while the drinker maintains his concentration on confidently issuing easily understood instructions to the giant, or until the giant is somehow forced out of range of the drinker, the duration expires, or the effect is **dispelled**. Once the effect ends, the giant will be hostile to the drinker.

Potion of Great Hearing

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 25gp.

This translucent blue potion fills a virtually spherical flask. The potion seems to slosh around slightly within its flask when moved, despite the apparent lack of free volume. The drinker can listen for noises as a thief of his class level, as if he possessed the Eavesdropping proficiency. If already proficient, he instead gains a +2 bonus to Listening proficiency throws.

Potion of Guilelessness

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 25gp.

This pale blue **cursed** potion strips its drinker of doubts and suspicions. He suffers a -4 penalty to saving throws made to disbelieve illusions. If the drinker has the ability to discern evil from a spell, item, or class power, the ability seems to function normally, but it no longer discerns normal creatures with evil intentions towards the drinker. (It still discerns enchanted creatures of Chaotic alignment.) If the drinker has a class power that allows him to perceive the intentions of targets whose CHA is less than his WIL, his WIL is treated as if it were 4 points lower for the purposes of the comparison. The drinker's naivete will persist indefinitely unless the curse is **dispelled** or **lifted**.

Potion of Hallucination

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

This **cursed** potion convinces its drinker that it is actually a different kind of magical potion (Judge's choice or rolled at random, chosen at item creation). The physical appearance of the potion will be typical for the kind it appears to be. For instance, a **potion of hallucination (recuperation)** will appear as frothy apple cider, a **potion of hallucination (youth)** will smell of spring flowers, and so on. The potion imposes a powerful hallucination upon its drinker: a dynamic, multisensory illusion that offers no saving throw to disbelieve it unless the drinker has the Illusion Resistance proficiency. The drinker will believe he is seeing, hearing, and feeling the effects he expects the potion to have. This hallucination is so compelling that the drinker cannot be convinced otherwise; any attempt to dissuade him of his delusion will be met with endless confabulations, argumentative rebuttals, irrational excuses, and annoying refusals to listen. The hallucination will persist for the duration of the potion it pretends to be (maximum 1d6+6 turns), or until the curse is **dispelled** or **lifted**.

Potion of Halting

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

This **cursed** potion has the bright yellow-orange hue of citrus and the viscous flow of molasses. When the potion is imbibed, the drinker must make a Paralysis saving throw. If the save succeeds, the drinker feels his muscles momentarily lock up, but suffers no lasting ill effect. If the save fails, the drinker is **paralyzed** for 6 turns, rendering him **helpless** and **mute** until the duration expires or the curse is **dispelled** or **lifted**.

Potion of Heir Loss

Base Cost 1,000gp: Single charge *Dark Whisper* 2nd level effect. Apparent Value 25gp.

This **cursed** potion has a pale blue color and faint scent, making it hard to distinguish from other similarly colored draughts. It is brewed to bring ruin upon a family, though its effects aren't typically noticed until long after it is quaffed. When the potion is drunk, the Judge must secretly make a Death saving throw on behalf of the drinker. If the save succeeds, the drinker experiences a bitter aftertaste but suffers no other ill effect. If the save fails, the drinker's reproductive capacity is **cursed**, doomed to only sire or give birth to monstrous-looking progeny, or even monsters such as minotaurs, werewolves, hags and so forth (Judge's discretion), instead of normal human or demihuman children. The affliction cannot be **dispelled**, but can be **lifted**. Lifting the curse still leaves any monstrous children born from it doomed to their misshapen misery, with only the intervention of ritual magic such as *wish* or *miracle* able to aid the benighted offspring.

Potion of Homicidal Homage

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

This pale violet potion is inert until it is mixed with the blood of a humanoid creature that has died in the last turn. The admixture activates the latent magic within the potion, causing it to darken into an opaque blood red. If the potion is imbibed within 1 turn of its activation, the drinker will assume the form of the deceased, appearing exactly as the deceased was in life just before the injury that killed him. The drinker's apparel, including any worn armor, will change form to match the appearance of the deceased's apparel, though encumbrance and functionality remain unchanged. The effect lasts until the drinker is slain or voluntarily returns to his natural form, or until 6 turns elapse.

Potion of Infiltration

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This viscous potion has a mottled grey appearance; when stationary, the surface of the fluid resembles concrete or stone. The potion grants its drinker unparalleled abilities to infiltrate secure locations:

- The drinker gains the ability to climb sheer surfaces, as the spell *spider climbing*. If the drinker is not proficient in Climbing, he gains the Climbing proficiency for the duration of the potion. If the drinker is already proficient in Climbing, he gains the ability to climb utterly unimpeded across vertical surfaces and to hang upside down from ceilings at his combat speed.
- The drinker gains the ability to deftly move across narrow and precarious paths, as if he possessed the Cat Burglary proficiency. He receives a +4 bonus when attempting balancing traverses. He never falls while traversing narrow paths and only falls when traversing precarious paths on an unmodified 1. He gains a +2 bonus to saving throws where balance would help. If he falls while climbing, he can make a second proficiency throw with a -4 penalty to catch himself.
- The drinker becomes expert at searching for traps and disarming them, as if he possessed the Trapfinding proficiency. He gains a +2 bonus on Searching and Trapbreaking proficiency throws and only triggers undetected traps half as often as other adventurers (1 on 1d6 instead of 1-2).
- If already proficient in Lockpicking, the drinker becomes truly expert, as if he possessed the Lockpicking Expertise proficiency. He gains a +2 bonus on Lockpicking proficiency throws. When hastily picking a lock, he only botches on an unmodified roll of 1 (instead of 1-3), and he never botches when methodically picking a lock.

If the drinker already has one or more of the spells or proficiencies granted by the **potion of infiltration**, the benefits do not stack. The drinker must be man-sized when he quaffs the potion or it fails to work.

Potion of Jumbled Thoughts

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 25gp.

This **cursed** potion has a caramel color with the strong smell of cinnamon. When the potion is quaffed, the drinker must make an Implements saving throw. If the drinker is an arcane spellcaster, his throw suffers a -4 penalty. If the save succeeds, the drinker suffers a momentary headache but no lasting ill effect. If the save fails, the caster is reduced to total idiocy. He cannot speak, read, or understand any language or other form of communication. He cannot attack, cast spells, use items, or even feed himself. If attacked, he is not entirely helpless to defend himself, but he will **cower** in confusion and fear rather than flee or fight back. The victim of the potion can vaguely remember his friends and will follow simple directions from them, allow his friends to lead him to safety, permit them to feed or bathe him, and so on. The effects of this potion persist until **dispelled** or **lifted**.

Potion of Lesser Magic Discernment

Base Cost 100gp: Single charge cantrip effect. Apparent Value 25gp.

This sour yellow-tinted potion is typically found in a tiny vial, barely enough for a sip. In the round immediately after drinking the potion, the drinker can touch a single creature, object, or small area to inspect it for signs of enchantment, receiving the same information as the spell *discern magic*. First crafted by an elven enchanter named Rhith to help his henchmen avoid frauds when procuring magical treasures, this potion's low cost and simple formula have helped it spread to every corner of the Empire.

Potion of Litheness

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 25gp.

Left to sit in its clear vial, this oily yellow potion settles into shaded layers evocative of the bands of a great constrictor snake. When quaffed, the potion grants a man-sized or smaller creature the flexible movement and fluid grace of a supple serpent. She gains a +4 bonus to Paralysis saving throws to avoid being grabbed, restrained, struck, or wrestled, and can escape from physical shackles or slip between bars with a successful proficiency throw of 12+, as the Contortionism proficiency. This improved flexibility also reduces her penalty to attack throws to perform Wrestling maneuvers by 2 and imposes a -2 penalty on the target's saving throw to resist becoming wrestled, as the Combat Trickery proficiency. Finally, her graceful movements can prove captivatingly attractive in personal interactions, granting her a +1 bonus when interacting with those who are potentially attracted to her, as the Seduction proficiency.

Potion of Lizard Skin

Base Cost 750gp: Single charge choice of *Chameleon* 1st level effect or *Spider Climbing* 1st level effect = effective 1.5th level effect. Apparent Value 25gp.

The translucent green fluid of this potion has tiny lizard scales of every color suspended within it. When the potion is imbibed, the drinker will immediately begin to feel his body change. At first, his skin will begin to feel strangely adhesive, with clothes clinging roughly to his flesh. If he presses his hands against a rope, wall, or similar surface, his fingertips will grow slightly sticky and his nails will grow slightly longer. If the drinker is not proficient in Climbing, he gains the Climbing proficiency; if already proficient, he gains the ability to climb utterly unimpeded and to hang upside down from ceilings, as the spell *spider climb*. If the drinker does not take advantage of his adhesive flesh within 1 round of quaffing the potion, he will feel his body change again. This time, his skin will begin to change color to dynamically match his surroundings. If the drinker is not proficient in Hiding, he becomes proficient with a Hiding proficiency throw of 12+. If already proficient, he gains a +8 bonus to his Hiding proficiency throws, as the spell *chameleon*. In either case, the drinker must be man-sized when he quaffs the potion or it fails to work; if he is not man-sized, he feels his body momentarily tingle, but there is no other effect.

Potion of Lodeskin

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This potion consists of a thick suspension of metal dust in an acrid dull-grey fluid. When the potion is imbibed, the drinker's skin darkens to the color of cold iron and becomes magnetic to metal weapons. Whenever the drinker is struck with a non-magical metal weapon, his attacker must make an Implements saving throw. If the throw fails, the weapon becomes magnetically stuck to the drinker's skin. If the throw succeeds, the attacker retains his weapon. The effects of this potion last 1 turn. Any weapons stuck to the drinker fall free when the duration expires or the drinker is slain.

Potion of Madness

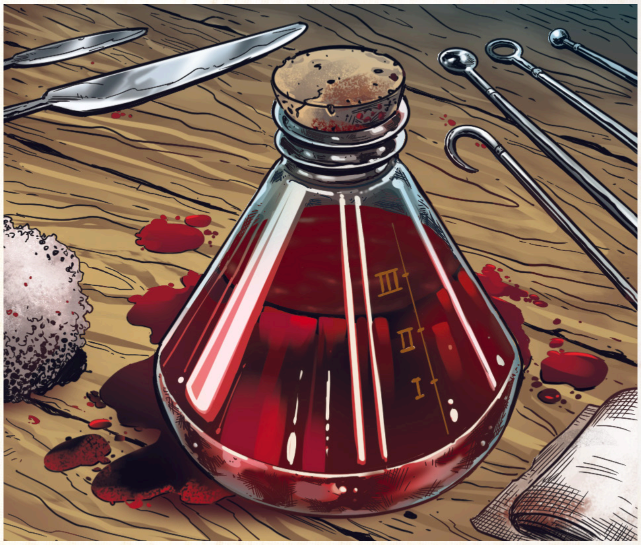
Base Cost 1,500gp: Single charge *Incite Madness* 3rd level effect. Apparent Value 25gp.

This **cursed** potion smells and tastes like watered-down earthy wine. The drinker must make an Implements saving throw. If the save succeeds, the drinker feels a moment of confusion, but otherwise suffers no effect. If the save fails, the drinker is driven **mad**, as the spell *incite madness*. He will spend the rest of the potion's 1d6+6 turn duration alternating between inane rambling and sudden acts of violence, unless the effect is **dispelled** or **lifted**.

Potion of Measured Mitigation

Base Cost 3,000gp: 3 charges 2nd level effect. Apparent Value 25gp.

This thick crimson potion resembles human blood in both scent and taste, though it is somewhat more salty than metallic. The potion contains enough liquid for three sips, and a drinker can consume one, two, or three sips at once. Quaffing the potion grants the drinker a measure of invulnerability to harm proportional to the amount drunk. One sip reduces mundane damage dealt to him by 1 point per die, two sips by 2 points per die, and three sips by 3 points per die. Damage cannot be reduced to less than 1 point per die. The effect of each sip lasts 1d6+6 turns. All sips taken in the same round will expire simultaneously, but if the drinker spaces his sips out over several turns, the effects might stack up for part of the duration and then expire at different times. Regardless of how many sips are taken, only a living creature of large size or less can benefit from the potion's effect.



Potion of Mighty Breath

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This wax-sealed bottle is filled with a fog almost thick enough to be liquid, smelling faintly of the sea. If the bottle is uncorked and the fog is rapidly inhaled, it fills the user's lungs with a reserve of air, allowing him to hold his breath for 3 turns. While holding his breathe, he must remain **mute** but is **immune** to drowning and poison gas. At any time before the potion's effect expires, the user may choose to end it early by expelling a 40' long and 20' wide cone of air from his mouth, with the same effects as the spell *gale of wind*.

Potion of Monstrous Form

Base Cost 2,000gp: Single charge *Transform Self* 6th level effect 3,000gp; Single charge drawback 2nd level effect -1,000gp. Apparent Value 25gp.

This clear potion allows its drinker to assume the form of a living creature of up to 11* HD, as the spell *transform self*. The drinker will possess all physical capabilities and characteristics of the new form, while retaining his own mental abilities. He also gains all physical attacks and special abilities possessed by the new form. The drinker will have the same number of hit points he previously had, regardless of the Hit Dice of the form assumed.

The drinker can remain transformed for the full duration of the effect or choose to end the effect early (doing so at the start of his initiative if in combat). When he reverts to his original form, the drinker must make a Death saving throw. If the save succeeds, the drinker suffers no side effects. If the save fails, the drinker's body retains some traces of the assumed form: scales, different eyes, horns, claws on his hands, wings, a tail, or so on, at the Judge's discretion. Any additional limbs will be effectively vestigial – claws will not be powerful enough to use in combat, wings will not be strong enough to provide lift, etc. A drinker afflicted with a monstrous trace receives a -4 penalty on reaction rolls with 0th level humans due to his twisted and unnatural appearance. The monstrous traces are considered a Tampering with Mortality effect and require ritual magic, such as a *miracle* or *wish*, to remove.

Potion of Motion

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This potion is clear and odorless, but if swirled in its flask, it whirls around far more than it ought. A creature who drinks this potion has his movement speed doubled. At any time before the duration expires, he can take an action in lieu of attacking to teleport himself to a destination within 360' of his present location, as the spell *arcane shift*. Doing so consumes all of the drinker's remaining supernatural celerity; when he arrives at his destination, he finds his movement speed has returned to normal.

Potion of Night Terrors

Base Cost 1,000gp: Single charge *Dark Whisper* 2nd level effect. Apparent Value 25gp.

This **cursed** potion resembles another, beneficial, variety of draught (Judge's choice or roll randomly). When quaffed, the potion sends a bone-chilling tingle down the drinker's spine. The Judge should secretly roll a Death saving throw on behalf of the drinker. If the save succeeds, there is no further effect; but if the save fails, the drinker is cursed with night terrors of the most horrific sort.

Each time he attempts to sleep, he must roll 1d6. On a 1, he awakens to find his mouth full of spiders, worms, or other insects eating through the soft tissues of his tongue and cheeks. The vermin instantly scurry away as he awakens, leaving no physical evidence of their presence except for the macerated sores within his ravaged mouth. Any healer who inspects the macerations will, unfortunately, judge them to have been inflicted by the drinker's own dentition. No gag or mouth-guard can prevent the effect, and no matter how regularly it occurs, the experience is so unsettling as to leave the accursed character shattered the next day. He does not get any restful sleep; does not recover any hit points from resting; and cannot recover spells that day by study, prayer, or even contemplation. The affliction cannot be **dispelled**, but can be **lifted**.

Potion of Occlusion

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 25gp.

This clear potion bears the delightful aroma of baking bread. The drinker of the potion becomes **invisible**. The effect is superior to that gained from the spell *invisibility*. The drinker remains invisible even if he attacks (though casting a spell will still end it), and his presence will not be revealed to those who can *discern invisible* (though *true seeing* or other more powerful spells will still detect him).

Potion of Ogre Rage

Base Cost 500gp: Single charge *Ogre Strength* 2nd level effect 1,000gp; Single charge drawback 1st level effect -500gp. Apparent Value 25gp.

This bright orange potion smells of raw onions. When quaffed by a man-sized or smaller drinker, the potion grants him a +2 bonus to attack throws and damage rolls and a +8 bonus to Dungeonbashing throws, along with the ability to strike barehanded for 1d4 🔨 damage and to carry an extra 10 stone at maximum load, as the spell *ogre strength*. Unfortunately, the drinker risks becoming overwhelmed by the power that surges through his body. He must make an Implements saving throw. On a successful throw, he enjoys his enhanced strength with a clear mind. On a failed throw, he becomes **infuriated**. While infuriated, he attacks any creature he detects, prioritizing whichever has most recently harmed him, followed by those closest. His fury grants him an additional +2 bonus to attack throws and makes him **immune** to fear, but inflicts a -2 penalty to his AC and prevents him from speaking anything more intelligible than screams of rage. The benefits and drawbacks of this potion last for 3 turns. When quaffed by a drinker of large size or greater, the potion merely causes his muscles to swell for a moment as if flexed.

Potion of Passion

Base Cost 1,000gp: Single charge *Bewitch Humanoid* 2nd level effect. Apparent Value 25gp.

This clear potion tastes slightly sweet in a way easily covered by other flavors. A humanoid drinker with fewer than 5 HD will spend the following day enamored with the next creature he lays eyes upon, as the spell *beguile humanoid*. If the creature he sees happens to be of compatible stock and sex, the potion takes far stronger hold; it will affect a drinker with fewer than 9 HD and leave him potentially smitten for 1 month, as the spell *bewitch humanoid*. The drinker is permitted an Implements saving throw to resist the effect in either case.

Potion of Peaceful Imperceptibility

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 25gp.

This clear potion tastes almost too sweet, as if it were covering the taste of something unpleasant. When quaffed, the potion renders the drinker **invisible** – but only to peaceful creatures and only for so long as he himself remains peaceful. If a creature is not peaceful, the drinker becomes visible to that creature for 1 round. If the drinker is not peaceful, he immediately becomes visible to all creatures and the effect expires. For purposes of this potion, creatures are considered "peaceful" unless they make an attack, suffer an attack, directly cause harm or are directly harmed by any means. Note that a drinker can freely cast spells and use items without losing his peaceful imperceptibility, provided he doesn't directly cause harm to another creature while doing so.

Designer's Note: Players being by nature both infinitely mischievous and endlessly malevolent towards even the gentlest NPCs, the Judge will certainly be called upon to arbitrate whether certain ill-intended actions constitute direct harm or merely indirect harm, nuisance, and aggravation. We recommend that the Judge interpret the drawback in whatever manner will cause the outcome to most closely resemble the spectacularly unfortunate outcome of a Coen Brothers movie.

Potion of Petrification

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

This **cursed** potion is an opaque grey, chalky liquid, typically found in thick glass bottles. If the potion is quaffed, the drinker must make a Paralysis saving throw. If the save succeeds, the drinker feels his muscles momentarily tense up, but suffers no other effect. If the save fails, the drinker is instantly **petrified**, his entire body turned to solid stone. This effect cannot be **dispelled** or **lifted**, but a *depetrification* spell can restore the drinker to flesh.

Potion of Phantom Wings

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 200gp.

This clear potion is odorless and nearly tasteless, most alike to rainwater; it is primarily identified by its container, a crystal flask carved with the image of an owl, wings spread. When the potion is quaffed, the drinker, along with all of his carried and worn equipment, is transformed into the form of a **small raptor** (see ***ACKS II Monstrous Manual*** p. 261), appearing as the great horned owl sacred to Istreus, god of magic and mysteries. The owl form is then transformed into a pale mist, as per the spell *gaseous form*, and granted additional swiftness of movement. While in this form, the drinker cannot attack, cast spells, or speak. He has night vision, acute vision and hearing, an AC of 11, and is **immune** to mundane damage. He has a combat speed of 120' and an exploration speed of 360' per turn; his movement makes no noise and he can flow below doors and other small spaces that are not sealed airtight. The drinker remains transformed into the misty owl form until he ends the effect (doing so at the start of his initiative if in combat), is **dispelled**, or the duration expires after 6 turns.

Potion of Phoenix Wings

Base Cost 3,750gp: Single charge choice of *Phoenix Aura* 6th level effect or *Winged Flight* 3rd level effect = effective 7.5th level effect. Apparent Value 50gp.

Glittering flakes of gold float suspended in this bright red potion. A man-sized creature who drinks this potion feels a strong pressure develop inside his shoulder blades. If he immediately scratches at the pressure points, the skin breaks open to allow glorious golden wings to unfurl, allowing him to fly for 5 turns as the spell *winged flight*. If he does not release the wings, the pressure boils over into an aura of elemental fire that radiates out of his skin in a 5' radius around him. The drinker is not harmed by the aura, but each creature that begins its initiative in, or enters, the aura suffers 1d6 🔥 damage, as the spell *phoenix aura*. The aura lasts for 11 rounds, but the drinker can preemptively end the effect by spending a full-round action to amplify it into an explosion of iridescent flame that affects all creatures within 10' of the drinker (excluding himself). The explosion deals 4d6 🔥 damage plus an additional 1d6 🔥 damage per round left in the potions's duration, or half that damage with a successful Blast saving throw. A drinker of other than man-sized feels a pressure develop inside its shoulder blades, but it diffuses quickly with no further effect.

Potion of Precise Poisoning

Base Cost 3,000gp: Choice of single charge *Poison* 4th level effect 2,000gp or 4 charges *Cure Light Injury* 1st level effect 2,000/2 = 1,000gp. Apparent Value 50gp.

This emulsion of silver flakes in red fluid is in a small glass vial, with depth lines marked on its side in purple paint dividing it into four quarters. This potion is made to mirror the effects of mundane medicine, though it is unknown whether this is a mark of its creator's respect for the craft or a mockery of the crudeness of such treatment. If a quarter of the vial is quaffed, the drinker will recover 1d6+1 hp, as if healed by *cure light injury*. If a whole vial is quaffed, the drinker must make a Death saving throw. If the save succeeds, he spits the "medicine" back out in disgust, but if the save falls, he dies instantly from poison.

In moments of desperation, adventurers have been known to ingest two or three quarters of this potion at once, risking death in the hopes of immediate restoration. Should such a foolhardy consumption occur, roll 1d4. If the roll is greater than the number of quarters quaffed, the drinker is healed 1d6+1 damage per quarter. If the roll is less than or equal to the number of quarters quaffed, the drinker must succeed on a Death save or die from poison.

Potion of Quiet Footfalls

Base Cost 500gp: Single charge *Silent Step* 1st level effect. Apparent Value 25gp.

This thick green potion allows its drinker to move almost soundlessly, as if walking on pillows. If the drinker is not proficient in Sneaking, he becomes proficient with a Sneaking proficiency throw of 12+. If he is already proficient in Sneaking, he gains a +8 bonus to his Sneaking proficiency throws. The drinker must be man-sized when he quaffs the potion, or it fails to work.

Potion of Recuperation

Base Cost 2,750gp: Choice of single charge *Cure Serious Injury* 4th level effect 2,000gp, or 3 charges *Cure Light Injury* 1st level effect 1,500/2 = 750gp. Apparent Value 25gp.

This bubbly potion smells of apple cider just beginning to ferment. If the potion is quaffed in full, the drinker will heal 3d6+3 damage, in the same manner as the spell *cure serious injury*. This potion may instead be sipped for a partial dose, with each third of a vial healing 1d6+1 damage as the spell *cure light injury*.

Potion of Relocation

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

The drinker of this white tinted potion is instantly teleported to a location of his choice within 360'. He may designate the location by visualizing it mentally, stating direction and distance, or by looking at the spot in question if he has a clear line of sight. However, any attempt to teleport to a location inside another creature or solid object will automatically fail. A drinker who quaffs this potion without being aware of its nature will be teleported by line of sight in whatever direction he was looking when he swallowed it (Judge's discretion if unspecified), to either a range of 360' or until he is in front of an object obscuring further view, whichever is closer.

Potion of Rootedness

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

This syrupy brown potion is stored in a bark-colored glass flask. The drinker transforms into a tree of a species appropriate to his location, not more than 3' across and 20' tall to the tip of its trunk. While transformed, the drinker cannot move, attack, or otherwise take action, but can see and hear from one point of his choice anywhere on the tree's surface. The initial point is always in the approximate location where the drinker's head was at the moment he quaffed the potion, but he can change the location once per turn as desired. No sensory organs are visible to indicate the point of perception. The drinker can be attacked as if he were a wooden structure with an AC of 2 (regardless of his actual AC); any structural damage dealt is applied to his hit points. The drinker can choose to revert to his original form when he grows inclined to leave (doing so at the start of his initiative if in combat), but this ends the effect.

Potion of Sense-Swapping

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

This clear potion is intended to be consumed in halves by two different people. The potion's duration begins when the user drinks his half, though its effects do not trigger until the second half is quaffed. The first drinker can concentrate to hear through the ears and see through the eyes of the second drinker, as the spells *clairaudiency* and *clairvoyancy*. While doing so he neither hears with his own ears nor sees with his own eyes, though he may switch between using his own senses and the borrowed ones as desired as long as the two are within 180' of each other.

The potion is typically used for nefarious purposes by spies who trick an unsuspecting victim into quaffing the second dose as part of a meal or drink. The potion can also be used more cooperatively, however. If two drinkers willingly share the potion between them, alternating sips, both gain the ability to access the other's senses, but the duration is reduced by half.

Potion of Simmering Rage

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

This frothy red potion smells of sweat and blood. When the potion is quaffed, the drinker feels a latent rage begin to simmer beneath the surface of his civilized demeanor. For the next 3 turns, he gains the ability to go **berserk**, as if he possessed the Berserkergang proficiency. When he goes berserk, he becomes **immune** to fear and gains a +2 bonus to attack rolls. However, he suffers a -2 penalty to AC and his tactics become limited. Once begun, the berserk condition continues until combat ends. The potion's duration does not, however, expire when the berserk condition ends; the drinker retains the ability to go berserk until the duration elapses. The drinker must be man-sized when he quaffs the potion, or it fails to work.

Potion of Snakeform

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 25gp.

This dark green potion transforms the drinker into a **python** (see ***ACKS II Monstrous Manual*** p. 286) for 1 turn. The drinker gains the physical capabilities, physical attacks, special abilities, and statistics of the form, while retaining his own mental abilities and hit point total. The drinker must be man-sized when he quaffs the potion, or it fails to work.

Potion of Sprinting

Base Cost 500gp: Single charge 1st level effect. Apparent Value 25gp.

The drinker of this gold-hued potion can move at double his normal speed until the duration expires. (If encumbered, he moves at twice the speed appropriate to his encumbrance.) The potion does not stack with other spells or effects that increase speed; only the strongest effect is applied.

Potion of Still Mind

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 25gp.

Typically stored in an iron flask, this clear potion smells sweet but tastes slightly of rust. When the potion is quaffed, the drinker is rendered **immune** to enchantment spells and effects for 6 turns. If the drinker is already under the effect of one or more enchantments at the time the potion is drunk, the enchantment(s) are immediately **dispelled** as if by a *dispel magic* from a 9th level caster. Even if the existing enchantments are not dispelled successfully, the drinker is still **immune** to them for the duration of the potion. **Potions of still mind** are thought to have originated for use against harpies and certain other monsters, but in today's troubled era are more likely to be utilized in matters of court, serving to prevent magically-induced betrayals and to guard important figures from the threat of enchantment during diplomatic summits.

Potion of Supreme Valiance

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This potent blood-red draught tastes of the gods' nectar to true warriors, but smells of carrion to lesser men. If the drinker is a man-sized fighter (or other creature with equal or better attack progression), he will find his hands steadied, his eyes sharpened, and his body and spirit invigorated. For 1 turn, he becomes **immune** to fear effects, receives a +2 bonus to all attack throws, damage rolls, and saving throws, and gains 2d8 temporary hit points. He also becomes compelled to fight with heroic honor, becoming limited in his tactics as if he were **berserk**. The temporary hit points gained from this potion will be the first lost if any damage is suffered, but cannot be regained through rest or healing magic, and will disappear at the expiration of the potion's duration. If the drinker is not a creature eligible to benefit from the potion, it has no effect except to inflict mild heartburn for 1 turn.

Potion of Swarm Control

Base Cost 500gp: Single charge 1st level esoteric effect. Apparent Value 25gp.

This potion is foul and grimy, and were it not for its seal of black wax, could easily be mistaken for bottled sewage. The potion grants its drinker the ability to **dominate** one swarm within 90'. The targeted swarm must make an Implements saving throw; on a success the mass of vermin pays the drinker no heed, but on a failure it falls under his control. The dominated swarm acts according to the drinker's will, doing whatever it is commanded, but has no independent volition; if left without command it simply chitters, flutters, and scuttles about aimlessly. The domination lasts while the drinker maintains his concentration on squeaking and chittering at the swarm, or until the swarm is somehow forced out of range of the drinker or the duration expires. Once the effect ends, the swarm will be hostile to the drinker.

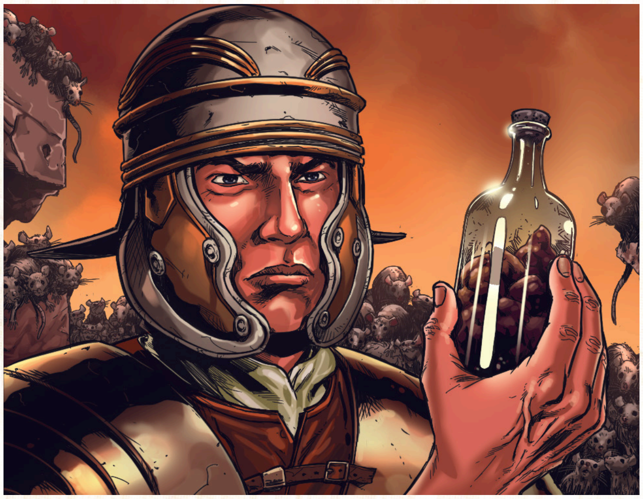
> *The swifter the arrow, the shorter the lead.*
>
> Aedon Lann, *Book of Nine Arrows*

Potion of Swarmshape

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

This light brown potion is inert when discovered. It has no effect while inert except to cause a vague sense of unease and wasted potential in its drinker. If, however, the remains of one or more swarming animals – bats, locusts, rats, etc. – are submerged within it, the potion darkens into an opaque espresso and its magic becomes activated for 1 turn. If drunk before it becomes inert again, the potion grants the drinker the ability to transform into a 4 HD swarm of one of the types of creature used to activate it.

While transformed, the drinker gains the physical capabilities, physical attacks, and special abilities of the swarm, while retaining his own mental abilities and hit points. If the potion was primed with multiple samples, the drinker can switch between one swarm form and another at the start of his initiative. When he transforms into his swarm form, the drinker dissolves into the countless constituent creatures that make up the swarm, spreading out to engulf an area 20' in diameter centered at the point where he was standing. The drinker may return to his original form at the start of his initiative, ending the effect; when he does so the constituent creatures of the swarm coalesce back together, reforming into the drinker at any point within the area previously engulfed by the swarm. If, for any reason, some portion of the constituent creatures are unable to reach the point at which the drinker coalesces, those constituent creatures crumble to dust and the drinker loses hit points in equal proportion to the portion of the swarm that failed to reassemble. If the duration of the potion expires or the drinker is slain while the drinker is in swarm form, the drinker or the drinker's corpse reforms at the center of the area previously engulfed by the swarm.



Potion of Tranquility

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

This viscous white potion smells of cherry blossoms. When he imbibes the potion, the drinker becomes **immune** to any enchantment spells or effects that would alter or impact his emotions for 1 turn. The immunity extends to enchantment spells such as *beguile humanoid*, *bewitch humanoid*, *frighten humanoid*, *incite madness*, and *infuriate humanoid* as well as monstrous powers such as a child of Nasga's bewitching beauty or hypnotic dance, a dragon's draconic persuasion or terrifying charge, or a harpy's enthralling song. However, the drinker remains vulnerable to effects that would entirely override his volition, such as a *dominate humanoid*, *enslave humanoid*, or *slumber* spell. He can ignore the **bewitched**, **cowering**, **enthralled**, **frightened**, **infuriated**, and **mad** conditions, but not the **dominated**, **enslaved**, **mesmerized**, **paralyzed**, or **slumbering** conditions.

Potion of Troublesome Tormina

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 25gp.

This **cursed** potion looks and smells like strong dark liquor. When the potion is quaffed, the drinker must make a Death saving throw. If the save succeeds, the drinker experiences a moment of queasiness but is otherwise unaffected. If the save fails, the drinker starts **vomiting**. While vomiting, he cannot speak or take any actions, as he is busily redecorating his surroundings with whatever he has most recently consumed. The condition continues for 6 turns, or until **dispelled** or **lifted**.

Potion of True Immunity

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 300gp.

This potion is always found in an ornate crystal flask. Its substance resembles liquid gold, thick and viscous, and carries a sweet taste unrivaled by any flesh or fruit. Its drinker becomes as incorruptible as gold upon quaffing it. Until the potion's duration ends he is **immune** to all types of mundane and extraordinary damage and to all enchantment and death spells and effects.

Potion of Undetected Passage

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 50gp.

This potion is completely transparent, yet it cannot be seen through clearly – whatever is glimpsed through its fluid seems to be vaguely distorted. When the potion is imbibed, the drinker becomes both **invisible** and **inaudible**, remaining so for the duration of the potion unless he ends the effect prematurely by speaking, attacking, or casting a spell. In addition, if he is man-sized he gains the ability to magically conceal his tracks as if he possessed the Passing Without Trace proficiency, rendering his passage traceless except when viewed with *discern magic* or *true seeing*. The drinker remains the beneficiary of the proficiency for the full duration of the potion, even if he becomes visible and audible.

Potion of Unseen Sights

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 25gp.

This clear potion tastes slightly of soap and foams easily when shaken. It is distinguished in effect from the otherwise similar **potion of invisibility** by granting its drinker the senses necessary to counter those with similar resources. When the potion is quaffed, the drinker simultaneously becomes **invisible** and gains the ability to *discern invisible* within 90' (as the spell). The drinker can attack without losing the potion's benefits, but if the drinker casts a spell, both effects expire at the end of the drinker's initiative. Otherwise, the effects last at most 6 turns.

The **potion of unseen sights** has long been a favorite in the treacherous courts of Kemesh. In one famous incident, the throne room of Pharaoh Ankhopten III was painted red with blood when two invisible assassins using such potions simultaneously discovered each other while attempting to murder him; the losing assassin's corpse was identified as the pharaoh's younger brother Heferu. The victorious assassin remains unknown, having fled the scene after murdering the king, but most historians believe it was Ankhopten's son and successor, Menthu II.

Potion of Valiance

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 25gp.

This clear liquid smells and tastes like heady liquor to warriors, but to all others it tastes of sweat and grime. If the drinker is a man-sized fighter (or other creature with equal or better attack progression), he will find his hands steadied, his eye sharpened, and his body and spirit invigorated. For 1 turn, he becomes **immune** to fear effects, receives a +1 bonus to all attack throws, damage rolls, and saving throws, and gains 1d8 temporary hit points. He also becomes compelled to fight with heroic honor, becoming limited in his tactics as if he were **berserk**. The temporary hit points gained from this potion will be the first lost if any damage is suffered, but cannot be regained through rest or healing magic, and will disappear at the expiration of the potion's duration. If the drinker is not a fighter or other creature eligible to benefit from the potion, it has no effect except to inflict mild heartburn for 1 turn. This potion is sometimes referred to as a potion of valor, especially in classical works of alchemy, but valiance is the preferred term among modern practitioners of the 4th century.

Potion of Vermin Domination

Base Cost 1,000gp: Single charge 2nd level esoteric effect. Apparent Value 25gp.

The drinker of this dark green potion gains the ability to **dominate** vermin within 60'. Up to 2d4 individual vermin monsters and/or swarms, each with less than 9 HD, can be **dominated** in this way; creatures with the lowest HD from among those targeted are affected first; any targets with 2 HD or more can make an Implements saving throw to resist the effect. The vermin remain dominated as long as they remain within range of the drinker and he maintains concentration. Any sapient vermin will be hostile when the effect ends, but bestial or mindless vermin will revert to their instinctual behaviors.

Potion of Weapon Resistance

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 25gp.

This oily potion bears the stench of cold iron and stale sweat. When quaffed, the potion renders the drinker **resistant** to mundane and extraordinary bludgeoning, piercing, and slashing damage for 6 turns, as the spell *physical protection* for all three damage types.

Potion of Wild Regeneration

Base Cost 2,500gp: Single charge *Trollblood* 6th level effect 3,000gp; Single charge drawback 1st level effect -500gp. Apparent Value 25gp.

The bubbles in this green potion blink intermittently, like tiny eyeballs floating in sea-foam. The potion grants its drinker regenerative powers similar to those of a troll for 1 turn, as the spell *trollblood*. The drinker will regenerate 3 damage at the start of his initiative each round, unless the damage was dealt by acid or fire. If the drinker loses a limb or body part to a mortal wound, the severed parts will attempt to crawl or squirm back towards the main portion of his body to reattach. When the parts re-attach, the wild regenerative magics imbued into them will cause them to permanently mutate into the form of another creature of the Judge's choice. The result is frightening to behold, afflicting the drinker with a -4 penalty on reaction rolls with 0th level humans.

Potion of Youth

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 25gp.

This clear potion carries the fresh scent of flowers blooming in early spring. When the potion is quaffed, the drinker immediately becomes 10 years younger, though his age will not regress to less than the minimum age of adulthood. Re-calculate any attribute penalties from age based on his new age. There is a cumulative 1% chance each time a person consumes such a potion for all effects from previously consumed **potions of youth** to be undone, causing the drinker's age to suddenly revert to what it would be without their effects. A person raised to or above the maximum age for his race immediately perishes.

> *Trust in the longeval draught as a means to hold the flesh intact until the time of Awakening is vain, for though its first administration seems gentle, each further administration risks ruin; and the sum of safety is far less than perpetuity. It may be shown arithmetically that the expected number of draughts that might safely be endured is but thirteen and a fraction...*
>
> Istrion Tel, *Necromantic Studies*

Ruinous Remedy

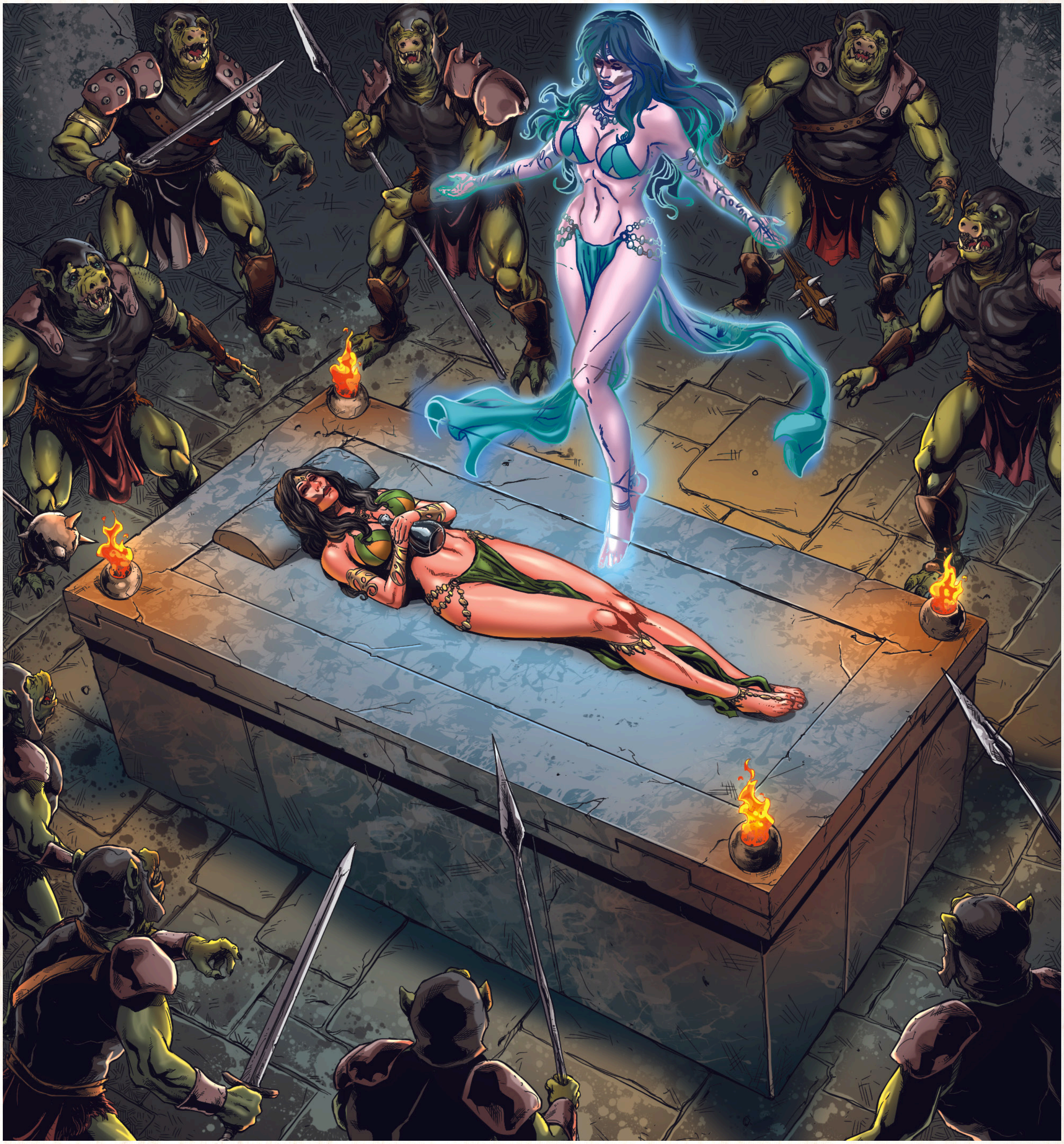
Base Cost 1,625gp: Single Charge choice of *Neutralize Poison* 4th level effect, *Remove Curse* 3rd level effect, or *Cure Disease* 3rd level effect = effective 6.25th level effect 3,125gp; Single charge drawback 3rd level effect -1,500gp. Apparent Value 25gp.

When quaffed, this pale red potion can "remedy" maladies, such as curses, diseases, or poisons… by transforming them into different types of maladies. If the drinker is cursed, he will become either diseased or poisoned; if diseased, either cursed or poisoned; and if poisoned, either cursed or diseased. If the drinker is suffering from two types of maladies (e.g. he is both cursed and diseased, cursed and poisoned, or diseased and poisoned), then one of the two will be removed (choose which randomly) while the third type will be afflicted. If the drinker is suffering from all three types of maladies (e.g. he is simultaneously cursed, diseased, and poisoned), he will be cured of one condition without any side effects. In the unusual case in which the drinker is suffering from two or more maladies of the same type, one of which is to be "remedied," roll randomly to determine which. Any new malady afflicted as a result of the "remedy" will be as per the spell *bestow curse*, *cause disease*, or *poison*. However, the drinker can avoid the new malady with a successful saving throw as per the corresponding spell. The potion radiates as **cursed** to *discern curse* even if inspected by a character who cannot be cursed by it, i.e. one who is cursed and suffers no other ailments.

Stone Balm

Base Cost 2,250gp: Single charge choice of 2 3rd level effects = effective 4.5th level effect. Apparent Value 25gp.

This brown-grey ointment has a finish so coarse it appears pebbles have been mixed in. It may be applied to a creature **petrified** by magical effect; if spread first over the eyes and then the major joints, the enchantment activates, and a thin outer layer of stone crumbles away as the creature returns to flesh. When applied in the same manner to a stone statue carved by a stonemason, the balm instead animates it as an **animated stone statue** (see ***ACKS II Monstrous Manual*** p. 301) under the verbal control of the character who applied the balm. The statue remains animated for 6 turns. Unlike the spell *depetrification*, the balm cannot transform stone into organic matter.



Suspension of Disbelief

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 50gp.

This flask contains a viscous mixture of tiny particles of silvery metal suspended in a transparent sweet-smelling golden liquid. For one hour, the drinker is entirely **immune** to all illusion spells and effects, seeing them as obviously false. He automatically discerns the invisible, ignores *illusory duplicates*, cannot be harmed by *phantasmal horrors*, and instantly recognizes illusory creatures, features, and effects for what they are.

Witch's Ointment

Base Cost 3,250gp: Single charge choice of *Spiritwalk* 5th level esoteric effect or *Flight* 3rd level effect = effective 6.5th level esoteric effect. Apparent Value 25gp.

This grey ointment smells like fresh spring air. When applied, it lifts either body or spirit to fly freely through the world. Coating a recipient's arms with the ointment allows him to soar into the air for 5 turns after briefly flapping to take off, as the spell *flight*. Coating a recipient's eyes and mouth will instead place him into a deep trance that allows his spirit to float free of his body for 9 hours, as the spell *spiritwalk*.

RINGS

A magic ring is a piece of enchanted jewelry made to grant its wearer one or more powers or protections. All magical rings are usable by any character class, though some grant powers more readily usable by some classes than others. To function, magic rings must be worn on a digit of the hands only (fingers or thumb) or worn pierced through the flesh (like an earring). Regardless of where they are worn, a creature can only benefit from two magical rings at the same time; if more than two are worn, none of the rings function. A ring's caster level is equal to the minimum caster level required to cast the spell it grants. Any time a spell cast from a ring triggers a Spells saving throw, the target makes an Implements saving throw instead. Paralysis, Death, or Blast saving throws are not replaced by Implements saving throws, however.

Band of Beguilement

Base Cost 6,000gp: 1/day *Beguile Humanoid* 1st level effect 5,000gp, consume for single charge *Bewitch Monster* 4th level effect 2,000/2 = 1,000gp. Apparent Value 300gp.

The interior of this gold ring is inscribed with a depiction of a chain with one link broken. Once per day, by stroking the ring and whispering its command word, the wearer can attempt once per day to temporarily **bewitch** a humanoid of fewer than 5 HD within 90', as per the spell *beguile humanoid*. Alternatively, by twisting the ring and whispering its command word three times in succession, the wearer can attempt to **bewitch** a living creature within 90', as the spell *bewitch monster*, for a duration of 1 month. Whether the attempt succeeds or fails, invoking the alternative effect depletes the ring's dweomer, leaving it non-magical thereafter.

Bezoar Ring

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 30gp.

This copper ring bears a brown-red bezoar, a goat's-stomach stone cut and polished into a smooth, gemlike sphere. The ring protects its bearer from the first poison that would affect them, whether from an envenomed weapon, a king cobra's bite, or consumed belladonna. After the ring functions once, its stone turns a sickly porous green, and the ring becomes non-magical thereafter.

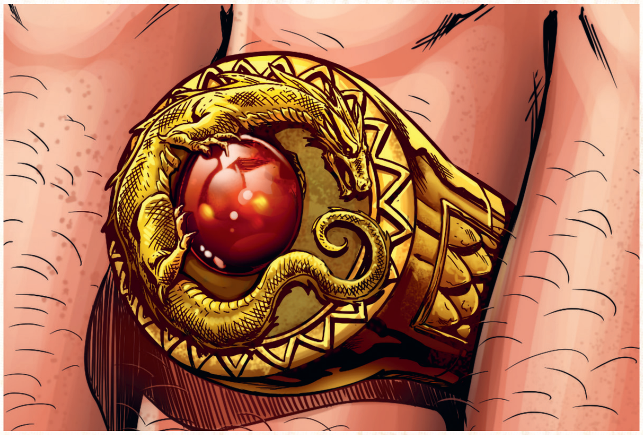
Dragon Seal of the Sorcerer-King

Base Cost 24,750gp: 7 charges choice of 6th level effect or recharge 3rd level effect = 26,250gp; Single charge drawback 3rd level effect -1,500gp. Apparent Value 8,000gp.

This gold signet ring holds an inset fire opal circled with an etching of a dragon. Rings of this kind were first made by the sorcerer-king Ulstrodus ("almighty" in Classical Auran) and given to his vassals as marks of his trust and extensions of his power. By touching the ring's face and speaking its command word, the wearer can expend one of its charges to transform into a 6** HD **dragon**. While transformed, the wearer gains the physical capabilities, physical attacks, special abilities, and statistics of the new form, while retaining his own mental abilities and hit point total. The transformation lasts until the wearer chooses to return to his true form at the start of his initiative or 6 turns elapse, whichever comes first.

Each ring transforms the wearer into one particular dragon. The exact color, shape, and powers of that dragon are determined by the ring's creator when the ring is first crafted. For rings found as treasure, the Judge can roll 1d6 to determine the dragon's color: 1, black; 2, blue; 3, brown; 4, green; 5, red; 6, white. He can likewise roll 1d12 to determine the dragon's body form: 1, wingless guivre; 2, winged guivre; 3, wingless lindworm; 4, winged lindworm; 5, wingless wyvern; 6, winged wyvern; 7 – 9, wingless drake; 10 – 12, winged drake. Wings, where present, count as one (*) of the dragon's two special abilities. The form's other powers can be determined by the Judge using ***ACKS II Monstrous Manual*** p. 105–110.

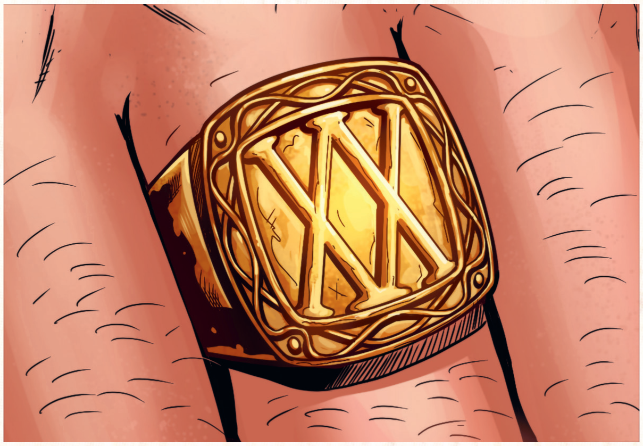
The **dragon seals of the sorcerer-king** were each made with 7 charges, and are found with 2d4-1 charges remaining. They can be recharged by the killing of a dragon, wyvern, or sea serpent of 6 HD or greater; the wearer need not work alone, but must deal the killing blow. If the wearer ever expends the last charge in the ring, he must succeed on an Implements saving throw or be transformed indefinitely in both body and mind, remaining so until he dies or is **dispelled**.



Legionary's Ring

Base Cost 24,000gp: 2 Permanent (1/hour) 1st level effects 12,000gp each. Apparent Value 240gp.

This gold ring features a prominently raised Auran numeral. In the latter days of the Auran League and the early days of the Auran Empire, legionary officers who had achieved wealth and position in battle would commission these rings to commemorate their service. The practice was particularly popular among legionary officers who fought in the Ivorean conquest, though examples can be found of rings commemorating legions that fought in Dappakoesea, Opelenea, and other theaters. The rings often became treasured heirlooms in the families of those who held them; when the tribune or legate who commissioned the ring retired from campaigning, he would pass the ring to a scion of his house to wear during his own tenure in the legions.



A **legionary's ring** protects its wearer in battle and inures him to the hardship of long campaigns. The wearer gains +1 bonus to AC and all saving throws, which stacks with worn armor and other enhancements, including **rings of protection**. Additionally, the wearer can work overtime or force march without becoming **fatigued** for 1 day plus 1 additional day for each point of CON bonus. If the wearer already has the Endurance and/or Labor proficiency, he can work overtime or force march for 1 additional day.

Ring Against the Wolf

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 150gp.

This silver ring is set with a large moonstone surrounded by four small amethysts. The inside of the ring bears an inscription: "If you can read this, the wolf can escape". The ring suppresses, but does not cure, lycanthropy. A lycanthrope who has chosen to resist his condition *will not* involuntarily transform into beast form for as long as the ring is worn; a lycanthrope who has given into the condition, or inherited it at birth, *can not* voluntarily transform into beast form until he takes the ring off.

If the ring is worn continuously for at least a month, the ring will also suppress any secondary features that have developed in the wearer's human form – a wererat's large ears will shrink, a weretiger's striped birthmarks will disappear, a werebear's body will become less hirsute, and so on. When this occurs, the wearer's scent will also lose its bestial musk, and he will no longer frighten animals with Acute Olfaction.

If the ring is ever removed, the lycanthrope must make an Implements saving throw. If the saving throw succeeds, there is no immediate effect except that he is no longer confined to his human form; he will or can change into werebeast form thereafter. If the saving throw fails, however, he immediately enters beast form and remains in until dawn. During this time, he is as feral and savage as he was when first infected, frequently targeting friends and loved ones for infection or murder.

A male lycanthrope who fathers a child while wearing the ring will not pass the infection onto his offspring, nor will a female lycanthrope who births a child provided she wore the ring for the entire pregnancy. However, a lycanthrope couple that "shares" the ring between them will have the same 50% chance of offspring with lycanthropy that one infected and one human parent would have.

Ring of Absence

Base Cost 96,000gp: Permanent (1/day) *Indiscernibility* 4th level esoteric effect 30,000gp; 1/turn *Invisibility* 3rd level effect 49,500gp; 1/turn 1st level effect 16,500gp. Apparent Value 400gp, but obviously magical.

This gold ring is so lustrous it could be used as a mirror. It reflects every detail perfectly, with one exception: the wearer appears as little more than a blur in its reflection. This strange phenomenon is a side effect of the ring's power to make its wearer invisible to magic and sight.

A character wearing the ring benefits from *indiscernibility* (as the spell). Neither he, nor the items he wears, nor his present location, can be spied on by any type of *locate* or *scrying* spell. The wearer can also automatically refuse a telepathic link from a caster using *telepathy*. Someone attempting to scry upon the wearer or his items or location, or to contact him telepathically, will learn the wearer is being magically protected, but will not gain any other information. Once per turn, the wearer may twist the ring to become as invisible to sight as he is indiscernible to magic. The effect is identical to that of a **ring of invisibility**, except that the wearer remains unseen even to *discern invisible*. The effect only ends if the wearer casts a spell, attacks a creature, or is **dispelled**. The wearer of such a ring, if he refrains from attacking or casting spells, can only be located by senses other than sight or by a more powerful spell such as *true seeing*.

The first such ring was created by the sorceress Samina. She was, as one might expect, unusually paranoid, and wore her ring continuously. Sources conflict as to whether she was a narcoleptic, obsessed with her work to the point of exhaustion, or merely a drunkard, but agree that her apprentices would regularly find her in strange corners of her tower by tripping over her unconscious but invisible form. Ironically, the sorceress's end reportedly came, not at the hands of her many foes, but as the result of one too many accidental kicks to the head.

Ring of Anti-Magic

Base Cost 72,000gp: Permanent (1/hour) *Anti-Magic Sphere* 6th level effect. Apparent Value 450gp.

The wearer of this smooth black jade ring is protected by a 10' radius barrier that stops any spell or spell-like effects from coming in or going out, including the wearer's. Spell-like effects include all effects that duplicate a spell, or magical effects that are resisted with an Implements save, but excludes effects that do not duplicate a spell and are resisted with Death, Blast, or Paralysis saves. Spells with a range of "self," or "touch" spells used on the wearer himself, are not blocked by the ring's barrier. If a creature or item with ongoing spells or spell-like effects touches the barrier, it is **dispelled** as if by a *dispel magic* spell from the wearer, with the wearer treated as having a caster level of 11 for this purpose. Permanent effects or effects which cannot be dispelled are not affected, and the *anti-magic sphere* created by the ring cannot itself be dispelled.

Ring of Arcane Abjuration

Base Cost 30,000gp: 1/10 chance of expending item = 10 charges *Physical Invulnerability* 4th level effect 20,000gp; 1/10 chance of expending item = 10 charges *Physical Protection* 2nd level effect 10,000gp. Apparent Value 200gp.

This ring is made of smooth white coral banded with clear glass. Twisting the ring one full rotation leftward followed by a half-rotation rightward will activate the ring's protective effect. When first created, the ring will render the wearer **immune** to arcane damage for 6 turns, as per the spell *physical invulnerability*. Each time the ring is used, however, there is a 10% chance the coral cracks. The first time the coral cracks, the ring's magic weakens. Thereafter when activated it will only render its wearer **resistant** to arcane damage, as the spell *physical protection*, rather than fully immune. The second time the coral cracks, the ring's magic fades entirely and it becomes non-magical.

Ring of Arcane Adversary

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 250gp.

The bezel of this silver ring bears the intaglio of a creature, while an array of silver spikes rises from the band as if to aim at the creature's vulnerable points. Creatures of the type depicted by the ring suffer a -2 penalty to all saving throws made against spells cast by the ring's wearer. The Judge can choose the creature type for the ring or roll on the Creature Type table on p. 51.

Ring of Arcane Alignment

Base Cost 114,000gp: 2 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (turn/level) 5th level effect 95,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 7,000gp.

This ring is cut from a single piece of emerald lightly etched with a wyrm eating its own tail. Kemeshi legend names its creator as Orzan the Multifarious, a mage great in his own right yet ever envious of the talents of others, who sought further heights of power at any cost. An arcane spellcaster wearing the ring becomes attuned to magical energies, and is considered two caster levels higher than his actual caster level for purposes of **dispelling** magic or having his spells **dispelled**. He finds it simpler to manipulate and recall arcane energies, and can learn one additional spell of each level he can cast, as the Expanded Repertoire proficiency. His spellcasting is aligned with the natural flow of arcane energies, so targets of any of his spells suffer a -2 penalty to any saving throws against them. (If the wearer already has a proficiency or power penalizing saving throws against some of his spells, the penalty for those spells increases to -3). This attunement to magic unfortunately enhances the wearer's own vulnerability to hostile magic, giving him a -3 penalty to all saving throws against spells and spell-like abilities. This flaw in the ring led to Orzan's downfall, but different versions of the legend disagree about what happened thereafter. The most popular tradition holds that after Orzan was slain he was entombed as a mummy lord, and that he will rise from torpor to reclaim his ring if it is ever found.

Ring of Attuned Protection

Base Cost 24,000gp: Permanent (1/hour) 2nd level effect. Apparent Value 250gp.

This silver ring is set with a large red ruby. It functions in the same manner as a **ring of protection +1**, granting the wearer a +1 bonus to his AC and all saving throws. However, the wearer also gains an additional +3 bonus (for a total of +4) to one type of saving throw, determined by his saving throw progression. Wearers who save as fighters gain the +4 total bonus to Paralysis saving throws; as thieves, to Blast saving throws; as crusaders, to Death saving throws; and as mages, to Spells saving throws.

Ring of Beast Control

Base Cost 33,000gp: 1/turn *Dominate Beasts* 2nd level effect. Apparent Value 600gp.

The bezel of this golden ring bears an intaglio of a lion's roaring head, its mane sweeping back on both sides to form the band. Once per turn, by clenching the hand with the ring into a fist and concentrating, the wearer can attempt to dominate 1d4 living animal targets within 45', as the spell *dominate beasts*. Each target must make an Implements saving throw. If the save succeeds, the animal shrugs off the effect. If the save fails, the target becomes **dominated**. Dominated animals act according to the caster's will, doing whatever is mentally commanded of them. All of the dominated animals act on the caster's initiative, in any order he chooses. The domination lasts while the wearer maintains concentration, until the dominated animal is somehow forced out of range of the wearer, or until it is **dispelled**. Once the effect ends, the affected animals will be hostile to the wearer.

Ring of Bestial Form

Base Cost 38,000gp: Permanent (turn/level) *Skinchange* 3rd level effect 57,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 800gp.

This gold ring is set with a large square-cut blue sapphire. At the start of his initiative each round, the wearer can assume the form of a normal or giant animal native to his location, or revert to his original form, as the spell *skinchange*. Unlike the spell, however, the wearer can remain in animal form for as long as desired. Unfortunately, such longeval duration comes at a cost – the wearer risks becoming stuck in his assumed form. Whenever the wearer attempts to change from animal form, either to another animal form or to his original form, he must make an Implements saving throw. If he has been transformed for more than 12 consecutive turns, he suffers a -4 penalty to the throw. If the save succeeds, he changes form without incident. If the save fails, he is trapped in his current form for 2d6 hours, or 2d6 days if he has already been transformed for more than 12 consecutive turns. The duration for which the wearer is trapped is rolled secretly by the Judge. When the duration expires, the character immediately reverts to his original form. More than one wearer has died when he reverted from bird to man in mid-air, or from fish to dwarf deep underwater…

Ring of Blessing

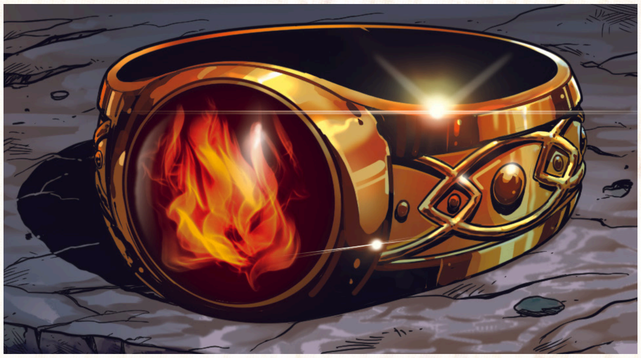
Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 200gp.

This gold ring is set with a quartet of small emeralds centered around a pearl. The wearer gains a +2 bonus to all saving throws.

Ring of Calamity

Base Cost 54,000gp: 12 charges choice of *Conflagration* 6th level effect or *Disintegration* 6th level effect = effective 9th level effect. Apparent Value 1,500gp.

This golden ring bears a large red fire opal; under even the faintest light the gem glitters menacingly, as if threatening to burn the world and scatter it to the winds. If the wearer speaks the command "to dust" the ring will discharge a bolt of bright red energy that strikes a target creature or object within 90', reducing the target to mere particles unless it succeeds on a Death saving throw, as the spell *disintegration*. If the wearer speaks the command "to ashes" while outdoors, the ring will create a 60' diameter and 10' tall blast of flame at a target point within 360', as the spell *conflagration*. Creatures within the *conflagration's* area of effect suffer 2d6+2 🔥 damage, or half that on a successful Blast saving throw. As with the spell, an attack throw is required to target the *conflagration*; a failed throw leads to an off-target blast that scatters by 1d3 × 60' in a random clock direction, and an unmodified roll of 1 centers the blast on the wielder. Either use of the ring consumes one of its charges; a **ring of calamity** is found with 1d12 charges remaining.



Ring of Callousness

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 20gp.

Though forged of iron, this ring is entirely without blemish or rust. Only the small triangle inscribed on the band hints at its protective powers. The ring makes its wearer **immune** to the first enchantment effect that targets him, whether that be e.g. a *slumber* or *dominate monster* spell, the song of a harpy, or the madness caused by piskies. The ring functions only once, rusting into dust as soon as its protection is exerted.

Ring of Cold Repose

Base Cost 3,000gp: 1/3 chance of expending item = 3 charges 2nd level esoteric effect. Apparent Value 100gp, but obviously magical.

This solid quartz ring is the blue of glacial ice, smoothly cut and chill to the touch. A **ring of cold repose** has no effect when worn by a living creature. But if the creature dies while wearing the ring, or if the ring is placed on the finger of a recently deceased creature, the ring immediately freezes the creature's corpse until it is stiff and cold beneath a layer of magical frost. Thereafter the creature's corpse does not decay, nor does its lingering soul depart; the creature is thus eligible to be raised from the dead by spells such as *restore life and limb*, spoken to by means of *speak with dead*, and even harvested for special components, as if no time had passed while it was frozen. If the ring is removed from the creature's corpse, however, the corpse will immediately thaw and resume its decay. Every time the ring is removed from a frozen corpse or that a corpse wearing the ring is restored to life, and every 3 days that the ring is worn by a frozen corpse, roll 1d3. On a roll of 1, the ring melts into ordinary (albeit glacially cold) water. A corpse wearing the ring when it melts will immediately thaw and resume putrefying, as if the ring had been removed.

Ring of Dark Potence

Base Cost 68,500gp: 1/week 4th level esoteric effect 12,000gp; 2 Permanent (turn/level) 1st level effects (black lore of Zahar, expanded repertoire) 19,000gp each; Permanent (1/day) 5th level esoteric effect (dungeon lairs) 37,500gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 300gp, but obviously magical.

This smooth golden band bears no markings, though from its weight it is immediately apparent that something more than gold lies within. The wearer gains power over death and undeath, as the Black Lore of Zahar proficiency. If he is a studious spellcaster, his repertoire can contain one additional death or necromancy spell of each level he can cast, as the Expanded Repertoire proficiency. To deepen his knowledge of black magic, he may call upon the ring once per week to grant him the knowledge of a formula for a death or necromancy spell of up to 4th level. This knowledge comes with the risk of great price: with each use, the wearer must make a Death saving throw. If the save fails, the wearer must roll on the Tampering with Mortality (Chaotic) table and suffer whatever side effect results. The dark power of the ring draws the attention of wicked creatures like moths to a flame; all chaotic creatures can sense the wearer if he is within 60', and if the wearer has established a tower with a dungeon, monsters will have twice the normal chance to establish lairs within its confines.

Ring of Death

Base Cost 29,000gp: Permanent (turn/level) 1st level effect 19,000gp; 1/day 2nd level effect 10,000gp. Apparent Value 450gp.

This ring of rose gold is adorned with a miniature skull of white platinum, meant as a dual reminder that all lives eventually end and that life is not the final end that a body serves. The wearer controls undead as a Chaotic crusader of half his level, casts death and necromancy spells as though 2 levels higher, imposes a -2 penalty to the saving throws of creatures he targets with death spells, and excels in performing death and necromancy research, as if he possessed the Black Lore of Zahar proficiency. Once per day, the wearer can use the ring to kill a living target by speaking the word "perish" in Ancient Zaharan and touching the ring to it. A successful attack throw is required to touch the target with the ring. If the target is successfully touched, it must make a Death Saving throw. If the save succeeds, the target feels a cold chill run through its spine but is otherwise unaffected. If the save fails, the target is instantly slain by the ring's death magic. Whether the wearer's attack throw and the target's saving throw succeed or fail, the ring's killing power cannot be used again until the following day.

Ring of Decline

Base Cost 43,500gp: Permanent (1/hour) 1st level effect 12,000gp; Permanent (1/day) *Indiscernible Curse* 3rd level effect 22,500gp; 1/week *Bestow Curse* 3rd level effect 9,000gp. Apparent Value 250gp.

While most **cursed** items are intended to inflict a single instance of terrible ruin upon their target, the **ring of decline** was crafted with far more subtlety, that it might bring its wearer a prolonged and lasting agony without revealing the true cause of his misfortunes. It resembles a solid gold signet ring bearing the seal of a broken hourglass and, if successfully inspected by a character with Magical Engineering proficiency, appears to be a **ring of protection +1**. The ring's wearer actually does receive a +1 bonus to his AC and a +1 bonus to all saving throws, just as if he really were wearing a **ring of protection**.

However, once per week on a random day and time, the ring will attempt to afflict its current wearer with a **curse**. Each time this occurs, the wearer must make an Implements saving throw. If the throw succeeds, the wearer suffers no ill effect. If the throw fails, the wearer suffers one of the effects of the spell *bestow curse*, with the exact effect chosen by the Judge when it occurs. No physical or magical evidence connects the ring to the curses it causes. The ring's +1 bonus will even apply to the throw, making it seem like the ring is "protecting" the wearer from these nefarious random afflictions. If it is inspected using *discern curse* or similar magic, the ring will not appear **cursed**, nor will its wearer for as long as he wears the ring and for 1 day thereafter.

Ring of Degeneration

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 20gp.

Pitting marks the edges of this **cursed** bone ring. As soon as a living creature puts it on, the ring immediately rots away to nothing, simultaneously cursing its wearer to suffer a similar fate. Each round thereafter, the victim of the ring's curse suffers 3 points of 💀 damage as his flesh begins to rot away. If reduced to 0 or fewer hit points, the victim dies – but death does not end his curse, for the bone and gristle of his dead body begin to rot away as well. Each turn after he dies, the victim loses one limb; once all of his limbs are lost, his entire spine rots away. Left unchecked, the rot makes casting *restore life and limb* on the victim quite a perilous proposition. The curse ends after 6 turns, but can be ended earlier if **dispelled** or **lifted**. The victim can be magically healed while suffering from the curse, but restoring enough hit points to keep the victim alive for the whole hour will be far beyond the strength of all but the greatest healers.

Ring of Disillusionment

Base Cost 28,500gp: Permanent (1/hour) 1st level effect 12,000gp; 1/turn 1st level effect 16,500gp. Apparent Value 300gp.

This golden ring bears a large piece of glass skillfully cut to resemble a diamond, though its true nature is revealed by the bead of air trapped at its very center. The wearer of the **ring of disillusionment** automatically attempts to disbelieve any illusion he encounters, provided it has a visual component. For instance, the wearer will automatically attempt to disbelieve both a *phantasmal figment* (which has only a visual component) and a *chimerical figment* (which has both an audio and visual component) but not an *auditory illusion* (which has no visual component).

Once per turn, by snapping his fingers, the wearer can attempt to **dispel** an illusion within line of sight. The effect is identical to the spell *counterspell*, except for being much longer in range (line of sight) but narrower in scope (limited to illusion spells and spell-like effects).

Ring of Elasticity

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 90gp.

This brass ring bears a grotesque engraving of a skull with a rat climbing its way out of the eye socket. The wearer gains a spectacular ability to bend, twist, and squeeze his body, equivalent to the Contortionism proficiency. He receives a +4 bonus to Paralysis saving throws to escape being **grabbed**, **restrained**, **stuck**, or **wrestled**, and can escape from physical shackles or slip between bars of a portcullis on a proficiency throw of 12+. If already proficient in Contortionism, he instead gains a +4 bonus to his Contortionism proficiency throws.

Ring of Elemental Mastery

Base Cost 76,000gp: 4 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 60gp.

This iron ring is inscribed with a rhombus formed by four dots surrounding a fifth. The ring's design originates from a theurgic philosophy that attempts to put circumstance over substance so that mind might triumph over matter. Accordingly, rather than be made of precious metals and embellished with jewels, the first ring of this kind was made by careful process, unblemished by the four elements until the work was done. Iron from the center of a meteor, never part of the earth and never exposed to the air, was worked on a glowing anvil without open flame, then quenched in specially prepared oils rather than water. Subsequent rings made by other sources have rarely been documented to follow so scrupulous a process, but are made in the same form. The wearer of the ring gains mastery over all elemental magic, as if he had Elementalism proficiency in air, earth, fire, and water. Any elemental spells cast by the wearer deal +1 damage per die and impose a -2 saving throw penalty on their targets; any elementals summoned by the wearer gain +1 hp per Hit Die; and any *mage missiles* cast by the wearer count as elemental and deal an additional damage type of his choice – electric, seismic, fire, or cold for air, earth, fire, and water respectively.

Ring of Elemental Servants

Base Cost 100,000gp: 4 1/day *Conjure Genie* 6th level effects 30,000gp each; 4 1/day drawback 1st level effects -5,000gp each. Apparent Value 1,000gp, but obviously magical.

This orichalcum ring is etched with equidistant hieroglyphs in Old Kemeshi that denote the four elements. Genies, powerful sapient incarnations from the Elemental Spheres, are bound to the ring: an **efreet** from the Elemental Sphere of Fire, a **hafar** from the Elemental Sphere of Earth, a **jann** from the Elemental Sphere of Air, and a **marid** from the Elemental Sphere of Water. These beings are unique and specific to the ring. While wearing the ring, the bearer may speak the name of one of the bound genies to summon it, as per the spell *conjure genie*. The genie appears at a point chosen within 360'. The genie will serve the wearer for up to 1 day, provided he maintains concentration and it does not leave this range, and he can dismiss it to its native sphere at will. Should he lose control, the genie will attack him and his allies until it is slain, banished by being **dispelled**, or chooses to return to its native sphere, though the conditions of its binding and the looming threat of future conjuration form a strong incentive to fight its way free. A genie bound to the ring cannot be conjured again if slain, nor if it either slays its master or causes the ring to fall from his finger. Each genie can be summoned once per day, though the need for concentration precludes conjuring multiple genies simultaneously. When the ring is discovered, each genie has a 1-in-6 chance already having been slain or successfully escaped. (For genie statistics, see ***ACKS II Monstrous Manual*** p. 148–151.)

Ring of Enslavement

Base Cost 3,000gp: Single charge *Enslave Humanoid* 6th level effect. Apparent Value as ring imitated.

This **cursed** ring **enslaves** the wearer, as the spell *enslave humanoid*. If the wearer has fewer than 2 HD, he automatically falls victim to the ring's curse as soon as he dons it. If the wearer has 2 HD or more, he can resist the effect by succeeding on an Implements saving throw. An enslaved wearer will follow the orders of, act in the interests of, and refuse to defend itself against the creature who touched the ring immediately prior to the wearer. If the creature who touched the ring immediately prior to the wearer has died, the wearer will obey the most recent order he hears regardless of source. The effect persists even if the ring is removed, until the victim dies or the effect is **dispelled** or **lifted**. Rings of this kind are typically made with a specific target in mind and designed to replace a ring already worn by the would-be victim; as such they have no consistent appearance. The Judge can determine the ring's appearance by rolling on the appropriate tables for another ring's description or fashion a description of his own.

Ring of Eternal Atrophy

Base Cost 37,500gp: Permanent (1/day) 5th level esoteric effect. Apparent Value 250gp.

This silver ring takes the form of a snake eating its own tail, but with three irregularly spaced jet eyes, a single curling horn, and patches of scale replaced with hair. The wearer need not fear death from old age or illness – though he may one day come to welcome it. Each time the wearer fails a Death saving throw to avoid dying from old age or disease, the ring's twisted powers warp his flesh and soul to keep him alive. Instead of dying, he is permanently afflicted by a **corrupting weakness**. The Judge can either pick the affliction or have the player roll 1d10 to randomly determine an affliction from the Corrupting Weaknesses table (see ***ACKS II***

Revised Rulebook p. 74). Corrupting weaknesses afflicted by the **ring of eternal atrophy** cannot be removed by any means short of a *wish* or *miracle*.

Ring of Fast Talk

Base Cost 38,000gp: 2 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 100gp.

The bezel of this silver ring bears an engraved image of two hands shaking in agreement. The wearer finds words ready to leap to his lips during dealings, making it easy to have lengthy discussions without giving any firm statements and to make deals without offering any meaningful concessions. The wearer can buy goods and services for 10% less and sell them for 10% more, and receives a +2 bonus to reaction rolls when negotiating with other bargainers, as if he possessed one rank of the Bargaining proficiency. (If the wearer already has one or more ranks of Bargaining, the ring grants him an additional rank.) The wearer's glib tongue aids him in dishonest dealings even more than in honest trade, granting him a +3 bonus to his proficiency throws to perform carousing, infiltrating, slandering, smuggling, or soliciting hijinks.

Ring of Feebleness

Base Cost 1,500gp: Single charge *Bestow Curse* 3rd level effect. Apparent Value 400gp.

These **cursed** rings are often made to be mistaken for others and can take any form, but are typically a plain gold or silver band. Immediately upon donning the ring, the wearer must make an Implements saving throw. If the save succeeds, he feels a momentary spasm of lethargy but suffers no other affiliation. If the save fails, his body and mind are wracked with weakness. His highest physical attribute (STR, DEX, or CON) is immediately halved, and he loses one rank in whatever general proficiency he is most skilled. (If he has multiple proficiencies of equally high rank, he loses one rank in whichever proficiency he most relies on). The curse cannot be **dispelled**, but can be **lifted**. The ring only functions once; whether the victim makes or fails his saving throw the ring is thereafter non-magical.

Ring of Fickle Flame

Base Cost 8,500gp: 1/week 4/6 chance of *Conjure Petty Elemental* 2nd level effect, 1/6 chance of *Conjure Major Elemental* 4th level effect, and 1/6 chance of *Conjure Supreme Elemental* 5th level effect = effective 2.83rd level effect. Apparent Value 300gp, but obviously magical.

This golden ring holds a piece of petrified cherry wood, warm to the touch and luminescent when blown on by breath or wind, like an ember from a dying fire. Once per week the wearer may speak its command word to conjure an **elemental** (see ***ACKS II Monstrous Manual*** p. 117) from the Elemental Sphere of Fire to appear at a location he can see within 360'. Roll d6 to determine the size of elemental; 1–4: 4 HD, 5: 12 HD, 6: 16 HD. The elemental will serve for up to 12 hours so long as the wearer maintains concentration and remains within 360' of the elemental. It can be dismissed at will at the start of the wearer's initiative as long as it is controlled. However, if control is lost, it will attack the wearer and all others in its path until it is destroyed or **banished**.

Ring of Fiend Conjuring

Base Cost 25,000gp: 1/day *Conjure Fiend* 6th level effect 30,000gp; 1/day drawback 1st level effect -5,000gp. Apparent Value 600gp.

This thick gold ring clasps a polished onyx etched with a twelve-pointed star. Once per day, by holding the ring over his heart, the wearer may summon a **fiend** with 18 HD and 4 special abilities (see ***ACKS II Monstrous Manual*** p. 68), as per the spell *conjure fiend*. The cacodemon will appear at a location the wearer can see within 360', and will serve for up to 6 turns so long as the wearer maintains concentration and remains within range of it. It can be dismissed at will at the start of the wearer's initiative as long as it is controlled. However, if control is lost, the fiend will attack the wearer and all others in its path until it is destroyed or **banished**, or chooses to return to its home sphere.

Each ring is bound to a specific fiend, whose statistics and special abilities are determined by the Judge or the item's creator. If the fiend is banished or dismissed, it can still be summoned again on a subsequent day. However, if the fiend is destroyed, the ring permanently loses its magic. A fiend bound to the ring cannot be conjured by any other means except by the wearer himself or via ritual magic.

Ring of Fire Protection

Base Cost 24,000gp: Permanent (1/hour) *Energy Protection* 2nd level effect. Apparent Value 40gp.

This ring is crafted from the polished blackened knucklebone of a red dragon. Its wearer is **resistant** to mundane and extraordinary fire damage, as the spell *energy protection*. He reduces fire damage by half and gains a +2 bonus on saving throws against spells or special abilities that deal fire damage.

Ring of Fire Walking

Base Cost 2,000gp: Single charge *Energy Invulnerability* 4th level effect. Apparent Value 60gp.

This ring is carved from a thick band of cherrywood, engraved with a single minute word in flowing Celdorean script: "I will burn for you." If the wearer speaks the phrase "burn for me" in Celdorean, the ring smolders away into ash, igniting with an intense yet harmless fire. For the next 6 turns, the wearer becomes **immune** to all mundane and extraordinary fire damage, as per the spell *energy invulnerability*. Once activated, the ring is consumed in flame and cannot be used again.

Ring of Flame's Favor

Base Cost 67,000gp: Permanent (1/hour) 4th level effect 48,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 2,000gp.

Despite her inability to wed, the dwarven furnacewife Denia Breth's attentions were sought by the dwarven excavator Dorfin Denbek with gifts of rare gems found in his delves. His greatest present was a peerless ruby, set into a gold band and enchanted with potent magic. The excavator vanished on a later expedition, leaving Denia bereft. With the wealth from her suitor's gifts, she founded Azen Mora, the Vault of the Mourning Woman. Her descendants wore the ring, and several others made to emulate it, until Azen Mora's fall. The **ring of flame's** favor safeguards its bearer, providing a +3 bonus to her AC and saving throws, as a **ring of protection +3**. Additionally, the wearer's ability to cast magical flame is enhanced, as though she had the Elementalism (fire) proficiency. If the wearer already possesses the proficiency, her fire spells instead impose a -3 saving throw penalty on their targets.

Ring of Flesh

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 350gp.

This bronze ring is shaped as a succession of hands, each grabbing the wrist of the hand in front of it, with the muscles and joints sculpted in striking detail. The ring protects its wearer from the first **petrification** which would affect him, whether it be the bite of a basilisk, the gaze of a gorgon, or the *petrification* spell. The ring functions only once, transforming from life-like metal to non-magical stone as it expends its magic.

Ring of Forcewalls

Base Cost 66,000gp: Permanent (1/hour) 4th level effect 48,000gp; 1/week *Wall of Force* 6th level effect 18,000gp. Apparent Value 1,100gp.

This ring is cut from a thick slice of a brilliant cloudy white geode; the stone exterior is preserved on the ring's outside, while the crystals inside have been cut, with carefully worked platinum bridging their gaps to create a smooth interior surface. The wearer finds *walls of force* to be no obstacle to his passage; he can move through the invisible and otherwise impenetrable barriers of the spell as if they were not present. Once per week, by spinning the ring with one hand while tracing a shape in the air with the other, the wearer may create a *wall of force* of his own, shaping it into a surface of up to 1,200 square feet that lasts for 2 turns. The wearer remains unaffected by the *wall* even when it is cast from the ring, however. Those who wield a **ring of forcewalls** should mind the cautionary tale of the dwarven adventurer Kangus, who once used such a ring to create a force-bridge across a deep chasm, then promptly hurtled through the bridge to his doom when he forgot to remove the ring before crossing it.

Ring of Forewarning

Base Cost 22,000gp: Permanent (1/hour) 1st level effect 12,000gp; 1/day *Augury* 2nd level esoteric effect 10,000gp. Apparent Value 30gp.

This bronze ring is set with a large square piece of quartz. The ring softly vibrates to warn of threats, granting its wearer a +1 bonus to surprise rolls. Once per day, if the wearer presses the ring to his lips and asks the ring to evaluate a particular action, the ring will attempt to foresee whether the action is likely to bring about good or bad results within the next 3 turns, as the spell *augury*. If the ring foresees good results, it will briefly quiver; if it foresees bad results, it will oscillate convulsively. Unfortunately, the ring's foresight is not inerrant. Each time the power is used, the Judge secretly makes a magic research throw on behalf of the user, with a natural roll of at least 7 always succeeding. If the throw succeeds the augury is accurate, but if the throw fails it is false and misleading.

Ring of Frailty

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 150gp.

This **cursed** silver ring is set with a large polished onyx. As soon as a living creature dons the ring, the ring afflicts it with supernatural frailty. Each time the cursed creature is called to roll on the Mortal Wounds table, it must make a Death saving throw first. If the save fails, the creature rolls twice on the Mortal Wounds table and the Judge selects and applies whichever result is worse. If the save succeeds, the creature just rolls once on the Mortal Wounds table as normal. The ring becomes inert immediately after its curse is triggered, and has no further effect regardless of whether it is worn or removed. The curse itself lingers on the creature until it is **lifted**.

Ring of Generous Invisibility

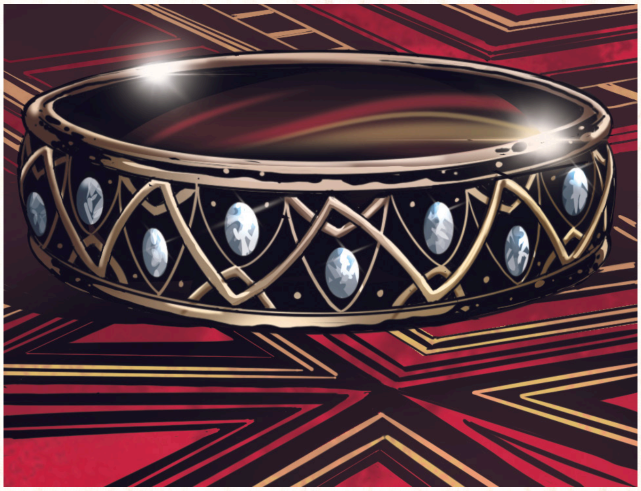
Base Cost 62,000gp: Choice of 1/turn *Invisibility* 3rd level 49,500gp or 1/day 5th level effect 25,000/2 = 12,500gp. Apparent Value 300gp.

The inside of this golden ring's band bears a simple inscription in Argollëan: "out of sight, out of mind". Once per turn, by twisting the ring a quarter-turn in either direction, the wearer can become **invisible** for 1 day, as the spell *invisibility*; as normal, the *invisibility* ends if the wearer makes an attack or casts a spell. Once per day, by twisting the ring three times in alternating directions, the wearer can grant *invisibility* to himself and all allied creatures within 10' for 1 day. While under the ring's power, the wearer and his allies may still see each other. The effect ends for any affected creature that makes an attack, casts a spell, or moves more than 10' from the wearer, and for all affected creatures if the wearer makes an attack or casts a spell. Granting invisibility to a group taxes the ring's magic, causing it to become inert for 1 day. Neither of the ring's abilities can be used if its granted invisibility has been broken in the last turn.

Ring of Genie Summoning

Base Cost 18,000gp: 1/week 6th level effect. Apparent Value 1,000gp.

This silver ring is set with small white sapphires in the geometric motif favored by Shebatean jewelers. It can be used to summon a **jann**, a majestic genie of elemental air (see ***ACKS II Monstrous Manual*** p. 150). The ring is activated by rubbing it and whispering a command word; once summoned the jann remains for 1 day or until destroyed, dismissed, or **dispelled**. The jann will obey the wearer's verbal commands obediently but not loyally, twisting any ambiguities in its orders. A jann with a neutral or better reaction roll usually only seeks to embarrass and annoy the wearer, but an unfriendly or hostile jann will find a variety of ways to sabotage the wearer's efforts. The ring can be activated once per week, summoning a different jann each time.



Ring of Growth

Base Cost 36,000gp: Permanent (1/hour) *Growth* 3rd level effect. Apparent Value 40gp.

This steel ring has a wide, rounded rim inscribed with a diamond pattern. If a man-sized or smaller humanoid slips the ring on, he (along with his carried and worn equipment) will be **enlarged** over the course of 1 round to twice his normal height and eight times his normal weight, as the spell *growth*. While enlarged, he gains a +2 bonus to melee attack throws, deals an additional die of damage with melee and thrown attacks, and deals extraordinary damage with those attacks. The enlarged wearer also gains a +8 bonus to Dungeonbashing proficiency throws and doubles his normal carrying capacity, though his equipment also has twice as much encumbrance. The wearer and his equipment will return to their normal size over the course of 1 round once the ring is removed, though any enlarged item that leaves his possession instantly returns to its normal size.

Ring of Hallucination

Base Cost 3,000gp: 1/week 1st level effect. Apparent Value as ring imitated.

This **cursed** ring seems to be a different kind of magical ring, determined at the time of creation (either by the Judge's choice or by random roll). The physical appearance of the ring will be typical for the item it appears to be. For instance, a **ring of hallucination (invisibility)** will gleam red in firelight, a **ring of hallucination (protection)** will be a signet ring, and so on.

The first person to wear the ring each week will be affiliated with a powerful hallucination upon its wearer – a dynamic, multisensory illusion that allows no saving throw to disbelieve it unless the wearer has the Illusion Resistance proficiency. Once affected, the wearer will thereafter believe he is seeing, hearing, and feeling the effects the ring "should" have. This hallucination is so compelling that the wearer cannot be convinced otherwise; any attempt to dissuade him of his delusion will be met with endless confabulations, argumentative rebuttals, irrational excuses, and annoying refusals to listen. The delusion persists indefinitely even if the ring is taken off, until the curse is **dispelled** or **lifted**. The ring itself cannot have its curse removed and will delude whoever first wears it again the following week.

Ring of Horrific Death

Base Cost 2,500gp: Single charge *Fillet and Serve* 5th level effect. Apparent Value 300gp.

This **cursed** gold ring is large and thick, but bears no external marking. A careful examination will find that a half-twist separates it into two bands, one around the other, with the inner band holding a thin layer of wax which is concealed when combined. The wax can be scribed with a short order; for most rings of this kind it reads "kill all present". One turn after being slipped on the finger of a living creature, the ring's curse is triggered. The wearer must make a Death saving throw. If the save succeeds, the ring simply expends its magic to no effect. If the save fails, the target suffers the horrific effects of the spell *fillet and serve*. His bones immediately rip themselves out of his body, flesh and sinew falling away in great fountains of blood, until only a gore-strewn skeleton remains. The extracted skeleton is then animated as an undead creature with Hit Dice equal to the wearer's Baseline HD. The newly-animated skeleton will obey the order written within the ring until the order is completed or the skeleton is destroyed.

Ring of Humanoid Control

Base Cost 33,000gp: 1/turn *Dominate Humanoid* 2nd level effect. Apparent Value 90gp.

This cold iron ring is fashioned in the shape of a clenched fist. Once per turn, It grants its wearer the ability to mentally dominate a living humanoid target within 45', as the spell *dominate humanoid*. The target must make an Implements saving throw. If the throw succeeds, the person shrugs off the effect. If the throw fails, the target is **dominated**. He will obey the wearer's mental commands for as long as the wearer maintains concentration, or until he ceases being in range or is **dispelled**. After the effect ends the target will invariably be hostile to the wearer.

Ring of Immunity to Certain Doom

Base Cost 90,000gp: Permanent (1/hour) 1st level effect 12,000gp; Permanent (1/hour) choice of *Physical Invulnerability* 4th level effect, 4th level effect (disease immunity) or 2nd level effect (fear immunity) = 6.5th level effect 78,000gp. Apparent Value 200gp.

This silver ring bears a rotating bronze band around its center, etched with three evenly spaced inscriptions in Classical Celdorean: *"Plague will not touch my skin," "Venom will not slow my heart,"* and *"Terror will not stay my hand."* A small amethyst protrudes from the bronze band and clicks into one of the three marked positions. The ring functions as a **ring of protection +1**, granting its wearer a +1 bonus to AC and saving throws. In addition, the wearer is **immune** to one of the following conditions: disease, poison, or fear, depending on the position of the amethyst. When the ring's setting is changed, the current immunity immediately expires, and the new immunity takes effect after 6 turns. If the wearer is already afflicted by the condition selected, the ring suppresses its symptoms for as long as it is worn, but does not cure or remove the underlying effect.

Ring of Imp Conjuring

Base Cost 6,000gp: 1/week *Conjure Imp* 2nd level effect. Apparent Value 200gp.

This silver ring is set with a polished piece of black jade. A wearer examining his reflection in the stone will see it staring back at him with strange inhuman eyes. Once per week by holding the ring over his heart, the wearer may summon an **imp** with 4 HD and two special abilities (see ***ACKS II Monstrous Manual*** p. 68) to serve him, as the spell *conjure imp*. The imp will appear at a location the wearer can see within 360', and will serve for up to 6 turns so long as the wearer maintains concentration and remains within range of it. It can be dismissed at will at the start of the wearer's initiative as long as it is controlled. However, if control is lost, the imp will attack the wearer and all others in its path until it is destroyed or **banished**, or chooses to return to its home sphere. There are countless imps bound to the ring. The wearer can choose to call forth a known imp by name, or allow the Judge to choose or roll for the imp's form, name, and special abilities.

Ring of Inscrutability

Base Cost 48,000gp: Permanent (1/hour) 4th level effect. Apparent Value 350gp.

This gold ring holds a pale green jade stone carved to appear as an expressionless face. The wearer is **immune** to *discern evil*, *discern good*, *telepathy*, and any other spells or powers which would allow someone to perceive his intentions or thoughts. Anyone attempting to read the wearer's mind or gauge his reaction with a spell or power will know only that he is immune.

Ring of Invisibility

Base Cost 49,500gp: 1/turn *Invisibility* 3rd level effect. Apparent Value 350gp.

This stout gold ring gleams red when seen by the light of a flame. With a twist of the ring, the wearer and all he carries become invisible, as the spell *invisibility*. The wearer will become visible at the end of his initiative if he casts a spell or attacks a creature while invisible, or if he is **dispelled**, but he may activate the ring's power again after 1 turn passes.

Ring of Last Breaths

Base Cost 10,250gp: 1/week *Speak with Dead* 3rd level esoteric effect 9,000gp, consume for single charge *Restore Life and Limb* 5th level esoteric effect 2,500/2 = 1,250gp. Apparent Value 120gp.

This silver signet ring bears an emblem of lips, centered in its seal and enameled in red. The ring can be activated to command a deceased sapient creature to answer two questions, as the spell *speak with dead*. If the deceased creature has an intact corpse, the ring is activated by touching its seal to the corpse's lips, and the corpse responds with the voice it had in life. If the deceased creature is a fleshless skeleton, the ring is instead activated by touching its seal to the skeleton's exposed teeth and jawbone, and the skeleton responds with a voice that is pained, hollow, and unnatural. While the impressions left in a corpse are but echoes of a departed soul, the ring can also serve as a conduit to restore the soul itself. If the ring is placed within the mouth of a slain creature and the jaws are closed over it, the ring vanishes in a burst of radiant light, and the creature is restored to life, as per the spell *restore life and limb*, subject to the usual risks of Tampering with Mortality. The ring cannot be used to speak to, or raise, a decedent without a head.

Ring of Life Protection

Base Cost 20,250gp: 3/day not more than 1/hour (periodic with cooldown) 3rd level effect 18,000gp; 1/3 chance of expending item = 3 charges 3rd level effect 4,500/2 = 2,250gp. Apparent Value 300gp.

This obsidian ring is adorned with a large and dark bloodstone. Any spell or effect that would **enervate** the wearer is automatically canceled. The ring can reliably perform this function thrice per day. Any additional enervation prevented, whether after the three uses are spent or during the normal one-hour window between uses of an item usable thrice per day (see ***ACKS II Revised Rulebook***, p. 391), comes with a 1-in-3 risk of the ring being destroyed in the process, with its obsidian splintering into countless razor-sharp pieces. The ring regains its three uses each dawn.

Ring of Lightless Vision

Base Cost 22,500gp: Permanent (1/day) *Lightless Vision* 3rd level effect. Apparent Value 100gp.

This gold ring bears no physically distinguishing feature, but when held to the light of flame or candle it casts no shadow. The wearer can see in total darkness as if he were carrying a light source that shed dim light to a range of 60', as the spell *lightless vision*. He can fight, search, and so on, but cannot discern colors or read written materials.

Ring of Luck

Base Cost 31,000gp: Permanent (turn/level) 1st level effect (luck) 19,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 100gp.

This silver signet ring bears the symbol of a seven-spoked wheel: the symbol of Calefa, Lady of Fortune. The ring grants its wearer enough good fortune to protect him from trouble that otherwise would have nearly caught him. He receives a +1 bonus to his AC and saving throws as if he were wearing a **ring of protection +1**. His good fortune extends to the ordinary endeavors of life, as well. He receives a +1 bonus to all proficiency throws made while wearing the ring. Anytime he succeeds on a proficiency throw only because of the bonus (e.g. he'd have failed the throw without the +1), the fact he succeeded by luck rather than skill will be obvious to anyone who witnessed his efforts, with ridiculous happenstance yielding the undeservedly lucky break.

Ring of Many Faces

Base Cost 6,000gp: 1/6 chance of expending item = 6 charges *Adjust Self* 2nd level effect. Apparent Value 100gp.

Set with a small topaz, the shade of this bronze ring gradually changes ever so slightly towards that of the skin it rests on, until a casual inspection of the hand might only notice the ring from the presence of the gemstone. By kissing the ring and then running his hands over his hair, skin, and clothes, the wearer may draw out different shades and shapes, altering his appearance to that of another humanoid creature as the spell *adjust self*. The ring changes with its wearer, becoming part of the disguise. Sometimes it blends in too well, however; there is a 1-in-6 chance with each use that the ring is absent when the wearer returns to his own form.

Ring of Merchant's Fortune

Base Cost 79,000gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/day) *Safe Travels* 4th level effect 30,000gp; 3/day not more than 1/hour (periodic with cooldown) *Summon Weather* 5th level esoteric effect 30,000gp. Apparent Value 200gp.

This ring is crafted from a large golden coin, its center bored through and its rim smoothed into a thick, gleaming band. The ring brings fortune to merchants, venturers, and others who frequently engage in business and travel. The wearer finds business deals bend in his favor, dangerous ventures safely avoid the perils of road and sea, and long-distance expeditions seem always to benefit from fair weather that keeps roads dry and sails filled. While worn, the ring grants its wearer the benefits of one rank in the Bargaining proficiency. In addition, the wearer gains a +2 bonus on proficiency throws to avoid becoming lost, and a +3 bonus on proficiency throws to evade wilderness encounters (except plains and grassland), as per the spell *safe travels*. Up to three times per day (but not more than once per hour), by rubbing the ring between his finger and thumb for 1 turn, the wearer can shift the temperature, precipitation, and wind within a three-mile radius around him to his liking, as the spell *summon weather*.

Ring of Messages

Base Cost 5,000gp: 1/day *Auditory Illusion* 1st level effect. Apparent Value 250gp.

This gold signet ring bears the seal of a mercantile guildhouse. Once per day, by pressing his thumb to the seal, the wearer can create a false sound anywhere within 30' for 1 round, as the spell *auditory illusion*. The false sound can occur immediately or when a particular trigger condition is met. While a **ring of messages** can be used to dynamically create false sounds for amusement or adventuring, its true purpose is to conceal verbal messages within letters sealed by the ring. For instance, its *auditory illusion* could be set up to give a warning when the seal on the letter is broken, or to provide instructions to decode a cipher when the letter is opened by a trusted face.

Ring of Molting

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 100gp.

This silver ring is sculpted in the form of a lizard, its legs gripping the band and its tail curling around to rest within its own mouth. Unlike most magic rings, the **ring of molting** activates not when worn, but when removed. Like a snake shedding its skin and leaving it behind to slither off, the wearer sheds his appearance and leaves it behind so he can dart away. He becomes *invisible* while a dynamic multi-sensory illusion is left behind where he stood, appearing as his likeness. The illusion replicates his appearance at the moment of removal and includes visual, auditory, and tactile elements, but does not move or react. The illusion and the invisibility both last for up to 3 turns, but expire immediately if the ring's former wearer makes an attack or casts a spell. The ring itself vanishes into thin air once removed.

Ring of Near Sighting

Base Cost 33,000gp: 1/turn *Invisibility* 3rd level effect 49,500gp; 1/turn drawback 1st level effect -16,500gp. Apparent Value 30gp.

This bronze ring seems superficially similar to a **ring of invisibility**. Once per turn, by twisting the ring on his finger, the wearer can vanish from sight for 1 day exactly as though he had the spell *invisibility* cast upon him. However, invisibility conferred by the **ring of near sighting** contains a curious flaw: any creature within 60' of the wearer is able to discern his presence as normal. It is prized by scouts and snipers who surveil and slay from a distance but is of limited value in crowded close quarters.

Ring of Penumbral Perception

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 120gp.

This ring is cut from ancient bog oak sealed with heavy varnish. Its signet bears a half-lidded eye with a small ruby set as the pupil. If worn by a thief or other character with **shadowy senses**, the ring increases the wearer's perceptivity, enabling him to "see" as if he were carrying a light source that sheds dim light in a 90' radius instead of a 30' radius. (All limitations for using shadowy senses remain in effect for the wearer.) If worn by a character without shadowy senses, the ring increases the wearer's perceptivity just enough to allow him to smell his own body odor, feel his clothing's stitches, and hear his own heartbeat.

Ring of Plant Control

Base Cost 82,500gp: 1/turn *Dominate Plants* 5th level effect. Apparent Value 900gp.

This ring is cut from green jade and set with interwoven vines of silver and gold. Once per turn the wearer may command any number of living plant targets within 60', as the spell *dominate plants*. Ordinary plants are automatically affected, with all others resisting the effect on a successful Implements saving throw. Affected plants will obey the wearer's mental commands until he ceases concentration or the effect is **dispelled**. Plants will gain some mobility, with branches and vines able to move to restrain and hinder the movement of others and perform similar actions, though they will not gain any ability to uproot themselves. After the effect ends any affected sapient plants will be hostile to the caster, while ordinary plants will return to their normal (lack of) behavior.

Ring of Protection

Ring +1 Base Cost 12,000gp: Permanent (1/hour) 1st level effect, **Ring +2 Base Cost 24,000gp:** Permanent (1/hour) *Shimmer* 2nd level effect, **Ring +2, 5' Radius Base Cost 36,000gp:** Permanent (1/hour) 3rd level effect, **Ring +3 Base Cost 48,000gp:** Permanent (1/hour) 4th level effect, **Ring +3, 5' Radius Base Cost 60,000gp:** Permanent (1/hour) 5th level effect. Apparent Value 250gp.

These rings are typically crafted as a solid gold signet ring bearing a royal or patrician family seal. The wearer receives a bonus to his AC and all saving throws, which stacks with worn armor and any other enhancements to AC and saving throws. Most of these rings provide a +1 bonus, but some crafted with greater power impart a +2 or +3 bonus; a rare number of these greater rings also apply their bonus to saving throws to all creatures within a 5' radius of the wielder, be they friend or foe.

Ring of Radiance

Base Cost 28,000gp: 7 charges choice of *Dispel Evil* 6th level esoteric effect or *Death Ward* 4th level effect = effective 8th level esoteric effect. Apparent Value 350gp.

Seven small pearls of extraordinary purity are set into this driftwood ring. When the ring is found, 1d6+1 of the pearls will appear opalescent white, while the remainder will be tenebrous black. The ring will protect its wearer from all **curse** and **death** spells and effects, including the enervation of certain demons and undead, as the spell *death ward*. In addition, by speaking the command word "begone" in Classical Auran while pointing his ring finger at a target, the wearer can *dispel evil*, as the spell. However, each time the ring blocks a spell or effect, or is used to dispel evil, one of its white pearls blackens. When all of the ring's pearls have become black, it becomes inert.

Ring of Razor Ramparts

Base Cost 30,000gp: 1/day *Barrier of Blades* 6th level effect. Apparent Value 100gp.

This silver ring bears the 9-pointed star of Ianna, Queen of Victory and patron goddess of bladedancers. Once per day the wearer may speak a short prayer to call forth a multitude of heavenly swords. Each sword is a masterpiece that any craftsman would be proud to call his best work; together, they form a nigh-impenetrable wall measuring up to 500 square feet, as the spell *barrier of blades*. The wall can be formed anywhere within 60' of the wearer in almost any shape she desires, though not directly on or on top of creatures or objects. Any creature that starts its initiative or moves within 5' of the wall is subject to attack as if from a readied 4 HD monster with one attack dealing 2d6 🗡 damage. Any creature passing through the wall automatically suffers 2d6 🗡 damage. The wall does not block light, movement, or vision, cannot be affected by physical or magical attacks, and is invulnerable to mundane and extraordinary damage. The wall persists for as long as the wearer maintains concentration, during which time she can move the wall up to 20' in any desired direction in range on her initiative each round.

Ring of Reflection

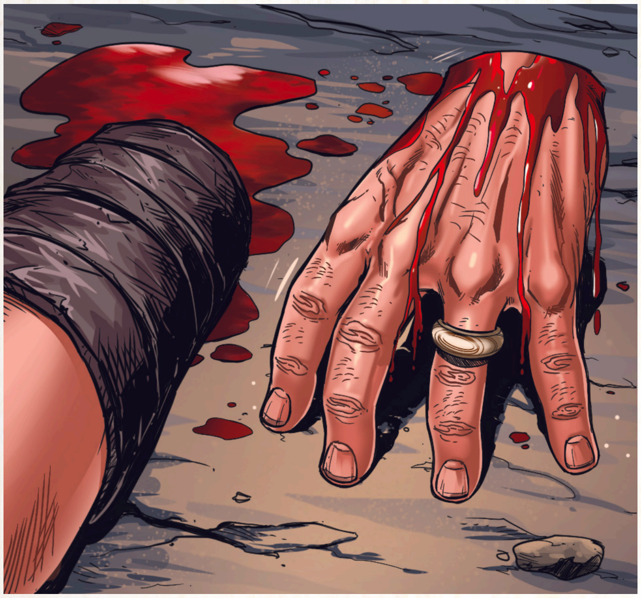
Base Cost 30,000gp: 1/day 6th level effect. Apparent Value 300gp.

This silver ring has an incredibly reflective finish, free of any smudge or tarnish. Once per day, by touching his forehead, the ring's wearer can produce an illusory duplicate of himself at any location within 360'. The illusory duplicate appears as an exact replica of the wearer to all five senses, and will mimic anything he does or says as he does or says it. The effect persists for 6 turns, but ends immediately if line of sight between the wearer and his duplicate is blocked or if the duplicate is struck by an attack. The duplicate is not a real extension of the caster. While any spells cast during the effect appear to originate from the duplicate (anyone observing the wearer will see him gesturing and speaking to no apparent purpose) the wearer has no ability to see, hear, or otherwise sense from the duplicate's position, and all spell ranges, effects, and lines of sight are determined from his actual position.

Ring of Regeneration

Base Cost 150,000gp: Permanent (1/ turn) *Trollblood* 6th level effect. Apparent Value 60gp.

This powerful ring is made of polished ivory; the first of its kind is said to have been carved from the eye tooth of a great troll chieftain and boiled in the blood of his entire tribe to imbue it with power. The wearer regenerates 3 hp per round, as the spell *trollblood*. This regeneration is unending, even restoring mortal wounds; severed limbs will even crawl back to the wearer's body and reattach as soon as they make contact. The ring only regenerates damage and mortal wounds suffered while it is worn, with other lasting wounds continuing to ache, bleed or fester. Injuries caused by fire or acid damage will never be regenerated, and magic or effects such as *extinguish life* that instantly slay the wearer affect him as normal.



Ring of Remission

Base Cost 7,500gp: Permanent (1/day) *Delay Disease* 1st level esoteric effect. Apparent Value 200gp.

This silver signet ring bears the engraving of a mouse gnawing on its own tail. The wearer is relieved from the consequences of diseases, with the symptoms of anything from bilious pox to lycanthropy temporarily ameliorated, as the spell *delay disease*. It will not, however, reverse damage already caused by a disease. Upon removal of the ring all symptoms return, and the onset of diseases acquired while worn will begin unless cured.

Ring of Replacement

Base Cost 30,000gp: 1/day 6th level effect. Apparent Value 400gp per ring.

This item consists of a matched pair of gold rings, each set with twin rubies. Once per day, by gesturing with the ring while speaking a command word, the wearer of either ring can switch places with the wearer of the other, provided they are within 1 mile of each other. If the other ring's wearer is unwilling to switch places, he can resist the swap by making an Implements saving throw. If the saving throw succeeds, both wearers remain where they are. If the saving throw fails, or if the other ring's wearer is willing, deceased, or unconscious, the swap takes place. If the other ring is unworn, the swap takes place unless the unworn ring is stored some place too small to accommodate the activator's arrival.

These rings were first devised in Celdorea, where they found favor in courtly intrigues and palace escapes, but they have since become prized by adventurers and smugglers alike.

Ring of Restriction

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 200gp.

This **cursed** ring resembles an ordinary band of unmarked gold. When the ring is put on, the wearer must make a Paralysis saving throw. If the throw succeeds, the wearer feels a momentary muscle spasm but suffers no other ill effect. If the throw fails, the wearer is immediately **paralyzed**, rendered **helpless**, **mute**, and entirely unable to move. The effect ends if **dispelled** or removed by a **cure** spell, or if the finger the ring is on is severed from the body. A **ring of restriction** functions only once. Rings of this kind appear in numerous Skysostani legends of fantastical bridal kidnappings.

Ring of Return

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 50gp.

This ring is a thin band of bright steel, flexible to the touch but always snapping back to its proper position. If the ring's wearer ever becomes lost to time and space, consigned to oblivion, or otherwise exiled to alien spheres of existence (due to, e.g., a teleportation mishap or experimental magical research), the ring will aid him in returning. At the end of each full week of exile, the wearer can make an Implements saving throw. If the save fails, his exile continues. If the save succeeds, he immediately returns to the celestial sphere of his birth, returning to either the point from which he was exiled (if possible) or the place of his birth (if not). The passage back from alien environments can fracture even the strongest mind. Upon his return, the wearer must make a second Implements saving throw. If the save succeeds, he has retained his mental wellbeing. If the save fails, the wearer will be **mad** (as the warlock corrupting weakness) for half as long as he was gone. Where and when the wearer was exiled, and whether he has any memories of that distant time and place, is left to the Judge's discretion.

Ring of Revelation

Base Cost 54,000gp: Permanent (1/hour) *Discern Invisible* 2nd level effect 24,000gp; 1/day 6th level effect 30,000gp. Apparent Value 300gp.

A smooth lens of clear sapphire is set in this silver ring, a miniature painting beneath the gem depicting a lonely stone tower in a forested valley with large birds circling at its parapet. The ring-bearer can *discern invisible* to a range of 90', as the spell. Once per day, if the wearer gazes deeply upon the ring for 1 turn, the painted birds in the image will begin to move. For the following 3 turns, the wearer's ability to see invisible creatures and objects will then work out to a range of 6 miles, line of sight permitting.

Ring of Ruination

Base Cost 18,000gp: 12 charges 3rd level effect. Apparent Value 320gp.

The face of this silver ring is set with a round-cut onyx, while its inside surface is inscribed with a single Zaharan cuneiform – "finality." Speaking this word while touching the onyx to an object or creature will **disintegrate** the target. Unwilling targets are entitled to a Death saving throw to be unaffected, and require a successful attack throw to hit; a use of the ring is expended even on a failed attack. If used to **disintegrate** an object, up to a 10' cube of matter may be reduced to nothing more than trace amounts of night-black dust. Rings of this kind are found with 1d12 charges remaining, often coated in the same black dust.

Ring of Rust

Base Cost 150,000gp: Permanent (1/turn) 6th level effect. Apparent Value 200gp.

This fabled ring was forged centuries ago by King Bahbu the Great, legendary founder of the Ivory Kingdom of Kushtu, in the aftermath of a battle against a now-forgotten foe who assailed his realm in ships of impervious iron. Long before, Bahbu had spared the life of an ancient black dragon in exchange for the promise of three favors. For the first favor, the dragon carved the kingdom's great river; for the second, he raised a vast hill from the excavated earth, upon which Bahbu built his grand city. The last favor Babhu held in reserve, and so the dragon slept. Decades later, when a fleet of ironbound vessels laid waste to the kingdom's navy, the king descended into the catacombs beneath his city and woke the dragon from its long slumber to save what they had built. The great wyrm ventured forth and encircled the invading fleet, coiling tighter and tighter as his corrosive breath melted through their armored hulls. The dragon saved the kingdom, but perished in the battle. The **ring of rust** was forged in his honor from his remains so that his protection of the realm might last forever – though today none remember who it was that sailed the sea in ships of iron.

The ring is fashioned from a single piece of dragon horn, engraved with the image of a great encircling serpentine wyrm. Every non-magical metal object that comes into contact with the ring's wearer instantly rusts into red dust. Every magical metal object that comes into contact with the wearer must succeed on a Death saving throw (using its wielder's target value and applying any magical bonus) or likewise rust away. The effect occurs both when the wearer touches metal and when metal touches the wearer. The effect is so quick that it can protect the wearer from harm: If the wearer is struck by a metal weapon, and the weapon rusts (either automatically if non-magical or due to a failed save if magical), he takes no damage from the attack, the weapon bursting into red dust as it strikes him. Wearing the ring obviously precludes the use of metal armor, metal weapons, metal jewelry, and so on. (A wearer is welcome to *try*, of course, but even magical metal armor or equipment will likely rust away within a few minutes…)

Ring of Sealing, Greater

Base Cost 8,000gp: 3/week not more than 1/day (periodic with cooldown) *Magic Lock* 2nd level esoteric effect. Apparent Value 250gp.

Gold signet rings of this kind bear a family crest, usually Shebatean in origin but occasionally crafted by the same master jewelers for houses as far away as Jutland. While still functional for sealing wax, the ring also has magic intended to secure the affairs of its wearer and his household. Thrice per week (but not more than once per day) it may be pressed against a chest, door, portal, or other lockable object to secure it as the spell *magic lock*. Only the most recent three objects locked by the ring remain magically secured, with older locks over the ring's limit fading in the order they were created. The *magic locks* created by the ring can be opened by the one who made them, the current ringbearer, or a mage of 6th level or higher.

Ring of Sealing, Lesser

Base Cost 4,000gp: 3/week not more than 1/day (periodic with cooldown) *Seal Portal* 1st level esoteric effect. Apparent Value 250gp.

Silver signet rings of this kind typically bear the mark of one of the mercantile companies of the Sunset Kingdoms. While still functional for sealing wax, the ring is also enchanted to temporarily secure the physical concerns of business. Thrice per week (but not more than once per day) it can be pressed against a door, chest, portal, or other lockable object to secure it for 2d6 turns, as the spell *seal portal*. In this manner a secret compartment can be kept secure from inquiry, the privacy of a delivery protected from even those hired to carry it, or a gate might be 'inexplicably' jammed to fortuitously allow a longer conversation with a prospective business partner.

Ring of Selfless Protection

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 300gp.

This ring is fashioned as a golden signet ring similar to a **ring of protection**, but rather than the seal of a noble house it bears the dove of Mityara, mother of mercy. When worn by a sapient living creature, the ring grants the wearer's allies a +1 bonus to AC and saving throws when within 5' of him. The wearer himself receives no such bonuses; to carry the ring is an act of selfless devotion to one's fellows.

Ring of Serpents' Counsel

Base Cost 20,000gp: 1/day *Dark Whisper* 2nd level effect 10,000gp; 1/day *Augury* 2nd level esoteric effect 10,000gp. Apparent Value 180gp.

This silver ring is cast as a coiled twin-headed amphisbaena, with the serpent's heads appearing on opposite sides of the band. Each head can hiss out a cryptic message once per day. If the wearer holds the ring to his mouth and whispers an action he might take in the immediate future, the amphisbaena's right head will advise him whether that action will be to his boon or bane, as the spell *augury*. If the wearer holds the ring to a living creature's ear, the amphisbaena's left head will whisper abhorrent words which can damage its soul, as the spell *dark whisper*.

Ring of Seven Grudges

Base Cost 17,500gp: 7 charges choice of *Bestow Curse* 3rd level effect, 3rd level effect, or recharge 2nd level effect = effective 5th level effect. Apparent Value 1,700gp.

The ring has seven square-cut sapphires, each pale as ice, all set into a band of white gold. The ring can be activated by its wearer to **curse** a target within 45', as the spell *bestow curse*; additionally, it will absorb curses sent against the wearer, rendering him **immune** to their effect. Each use of the ring, whether to curse another creature or block a hostile curse, deepens the hue of one of its seven sapphires, leaving it a blue as dark as a cave river.

Darkened sapphires will lighten over the course of a full day following the end of the effect that darkened them. Sapphires darkened by bestowing curses will lighten if the victim dies, if the curse is **lifted**, or after 1 day if the curse failed (due to a successful saving throw or protective magic). Sapphires darkened by the prevention of a curse will only lighten upon the demise of the wearer who was protected. If all the sapphires darken, the ring loses its magic permanently. Due to the tendency of cursed individuals to either die or have their curse lifted, a **ring of seven grudges** almost always contains all seven charges when discovered, especially if found in a centuries-old hoard.

Because these rings form the central plot device in the famous comedy *Radgart and Jana*, in which every last member of two feuding dwarven families ends up cursed by the final act, they are responsible for much of the popular belief that dwarves never forget nor forgive a slight. The rest of the belief stems from the fact that dwarves never forget or forgive a slight.

Ring of Seven Walls

Base Cost 48,000gp: Permanent (1/hour) *Spellward Other* 4th level effect. Apparent Value 4,000gp.

This ring is a marvel of magical craftsmanship. Seven hair-thin bands of alternating gold and silver rotate freely within the grooves of a broader platinum ring. Each band is engraved with minute detail to resemble a castle wall; together, their crenellated tops form the likeness of a single fortified tower no wider than a fingernail.

While worn, the ring protects its bearer with layers of magical defense, functioning as a continuous *spellward other* with seven stacked layers. When the wearer makes a saving throw against a spell, elemental effect, or spell-like effect, he can expend one or more layers of the ward to gain a +1d4 bonus per layer to the saving throw. After the saving throw (if any) is resolved, the wearer can expend one or more layers of the ward to reduce the damage by 1d4 points per layer. If the damage is reduced to 0 or less by the ward, the wearer does not suffer an interruption of concentration or other effects that may accrue upon being hit. If the wearer is subjected to a *counterspell* or *dispel magic* spell, he can expend one or more layers from the ward to increase his effective caster level by 1d4 per layer, making it harder to dispel his magic. With each layer of protection expended, one of the ring's bands locks into place. Layers expended to protect the wearer return at a rate of 2 per turn, freeing their band to spin once more.

As an action in lieu of moving, the wearer can touch another creature on both shoulders to lend it one or more of the ring's unexpended layers; this likewise locks one or more of the bands. Layers loaned to another creature return to the ring after 6 turns, disappearing from the borrower at that time if not yet expended.

Ring of Shadows

Base Cost 58,500gp: Permanent (1/hour) *Tenebrosity* 1st level esoteric effect 12,000gp; Permanent (1/hour) 1st level effect (immunity to spell *Tenebrosity*) 12,000gp; Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; 1/week *Summon Shadow* 4th level effect 12,000gp. Apparent Value 2,000gp.

This black jade ring has a black diamond set so seamlessly into it that it feels like a single stone to the touch. The wearer's eyes sink into shadow, with a pair of thin black irises developing around his natural ones. He can see in darkness as if he were carrying a light source that sheds dim light in a 60' radius, as the spell *lightless vision*. By blocking light from the ring's diamond with his own flesh, the wearer can create or dismiss a 30' radius sphere of darkness around himself, as the spell *tenebrosity*. The *tenebrosity* reduces any light to pitch blackness within 15' of the target location or object; bright light to dim light within 30' of the target; and dim light to pitch blackness within 30' of the target. The *tenebrosity* also blocks out **lightless vision**. The wearer can see unhindered through the *tenebrosity* created by the ring, as well as any *tenebrosity* created by other sources (though not through *perpetual tenebrosity*). Once per week, while in a lightless place, the wearer can call forth a **shadow** to serve him for 1 week, as the spell *summon shadow*. Though bound to serve the wearer, the hateful creature will seek to pervert whatever orders it receives, and will watch sharply for any opportunity to spirit the **ring of shadows** away to the Outer Darkness.

Ring of Shrinking

Base Cost 37,500gp: 1/3 turns *Shrinking* 3rd level effect. Apparent Value 40gp.

This brass ring is etched with four mice, each but the last chased by a smaller mouse. When spun around the finger of a man-sized or smaller humanoid wearer, the ring **shrinks** him and everything he carries by one size category for 12 turns, as the spell *shrinking*. He becomes half as tall and one-eighth as heavy as he is ordinarily, gaining a +4 bonus to Hiding and Sneaking; if unproficient, he is treated as proficient with a throw of 14+. However, he suffers a -2 penalty to melee attack throws, deals half damage with physical attacks, takes a -8 penalty to Dungeonbashing proficiency throws, and halves his carrying capacity, though his equipment also has half as much encumbrance. Every 3 turns, the wearer may spin the ring again to **shrink** by another size category, to a maximum of four times, gaining the corresponding bonuses and penalties each time. After four spins, a typical wearer will be a mere 4" tall and half the weight of a mouse. Once the wearer ceases using the ring to shrink himself or maintain his size, he will enlarge by one step every 3 turns as the ring's effects wear off in stages until at his normal size. If subject to the spell *growth* his last **shrinking** will be nullified, and being fully dispelled will instantly and uncomfortably return him to normal.

Ring of Sparks

Base Cost 1,200gp: 1/6 chance of expending item = 6 charges cantrip effect. Apparent Value 150gp.

This copper ring is circled by a lightning bolt inlaid in bronze. By snapping the fingers on his ring hand and moving his arm forward as if hurling a projectile, the wearer can throw a small bolt of lightning at a target within 225'. On a successful attack throw, the bolt deals 1d6 ⚡ damage to the target. Rings of this kind struggle to contain their power. Any time the wearer rolls an unmodified 6 on the lightning's damage die, the ring's magic is expended, and the bronze lightning bolt melts away, leaving behind a non-magical copper band. This occurs even if the attack misses or deals no damage due to immunity, resistance, or other factors, so the damage die must be rolled regardless of outcome.

Ring of Stable Stance

Base Cost 60,000gp: Permanent (1/hour) 5th level effect. Apparent Value 500gp.

This ring is skillfully cut from snowflake obsidian, the smooth black volcanic glass speckled with white quartz in fractal circles. The wearer is anchored to his natural place and time, rendering him **immune** to all movement spells and effects. He cannot be teleported, banished, or otherwise shifted to another location or sphere of existence. If subjected to such a spell or effect, he merely flickers for an instant and remains where he stands. He cannot be forced to move by spells such as *telekinesis* and *force of impetus*, but neither can he benefit from spells such as *flight* or *swift sword*. If he desires magical flight he must attain it indirectly, by riding a flying mount or object (such as a pegasus or **magic carpet**) or by changing his form to gain such abilities physically (such as by *skinchange* or *winged flight*).

> *His face was masked in shadow, but his whispered voice was all too clear. "Wear this ring, and walk with me in the night as my bride." She felt his cold hands slip something onto her finger, smooth and heavy, and the darkness burned away. She saw him then, though without light, saw the sorrow on his ageless face. "Wear it," he said softly, "but never call what serves it." Her lips parted. "Never," she lied.*
>
> Elaria Hyapsürian, *The Bitter Prince*

Ring of Stable Substance

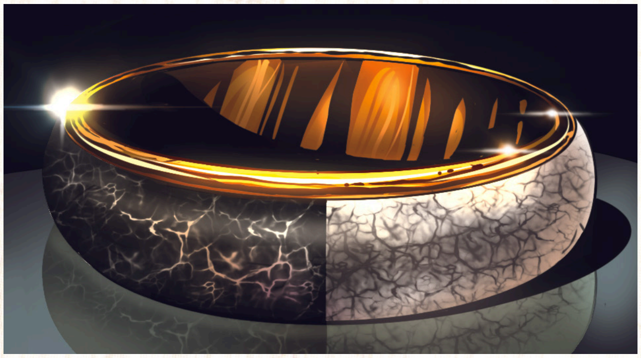
Base Cost 60,000gp: Permanent (1/hour) 5th level effect. Apparent Value 150gp, but obviously magical.

This thick ring is cast of pure silver devoid of any glyph or marking. It renders its wearer **immune** to all transmogrification spells and effects; he cannot be forced into a new shape by spells such as *transform other*, *curse of the swine* and *gaseous form*, nor can his equipment be changed by a spell such as *staffs to snakes*. (This does not provide the wearer immunity to creatures or objects which are themselves transformed.) This protection comes at a cost, as the wearer is also prevented from benefiting from any such effects. Not only are *skinchange*, *growth*, and similar voluntary physical transformations prevented, but so are many spells and effects that enhance his abilities, such as *lightless vision*, *chameleon*, or any effect that grants the equivalent of a proficiency or class power. (For a list of transmogrification effects, see ***ACKS II Judges Journal*** p. 360.) Items with a permanent transmogrification effect affecting themselves, such as the bonus damage dealt by the **red sword of the warlord**, still function normally in the wearer's hands.

Ring of Sun and Shadow

Base Cost 96,000gp: 2 Permanent (1/hour) *Energy Invulnerability* 4th level effects 48,000gp each. Apparent Value 1,500gp.

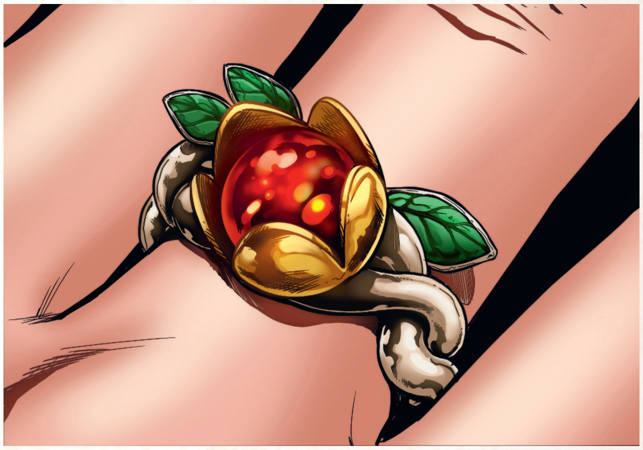
This gold ring is set with white and black jade joined together into a seamless hemisphere. The wearer is protected from both the emanations of the Empyrean Heavens above and of the Chthonic Darkness below, becoming **immune** to luminous and necrotic energy as the spell *energy invulnerability* for both damage types. He ignores any mundane and extraordinary luminous and necrotic damage and automatically succeeds on saving throws against spells or special abilities that deal those types of damage.



Ring of Sylvankind

Base Cost 38,500gp: Permanent (1/day) 5th level esoteric effect 37,500gp; 1/day 4th level esoteric effect 20,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 1,000gp.

This silver ring appears as a stem twisted into a circle, with three leaves of green jade; set at its head is a gold flower bud with a small brilliant fire opal within. Rings of this kind date to the Bitter War, issued to elven rangers so that faeries and nymphs might be rallied alongside bird, beast, and elf to aid in the defense of their shared forest homes; they are now prized by others who might interact with capricious fey. Equipped to act as an ambassador, the wearer can identify faeries and nymphs with a proficiency throw of 11+. He gains a +2 bonus to all reaction rolls with faeries and nymphs, and can take one more henchman than his Charisma would otherwise permit so long as at least one is a faerie or nymph. Once per day, by holding the ring in front of his eye for a round and staring until the bud appears to bloom, the wearer can sense the direction and approximate distance to the nearest faerie or nymph within 3 miles (one 6-mile hex). The creature and its immediate surroundings will appear in minute detail within the fire opal for the wearer to observe for up to 1 turn, as the spell *scry*. The ring's ability to pull these creatures into the wearer's world entices them to pull him into their world in turn upon his death. When the wearer dies, faeries and/or nymphs will arrive within 1d6 days to steal his body away, leaving his worldly possessions behind. They will relentlessly persist in their efforts, employing stealth, subterfuge, and force for 3 days and 3 nights, and will not be dissuaded even if the wearer has been returned to life by a *restore life and limb* spell or similar effect.



Ring of Telekinetic Force

Base Cost 95,000gp: Permanent (turn/level) *Telekinesis* 5th level effect. Apparent Value 6,000gp.

This ring is carved from a single large amethyst, purple at its center with streaks of white crystal overlapping in a braid just under the band's surface. The wearer feels potential connections reaching from his hand in all directions, as strings waiting to be pulled taut. With concentration he can move one target creature or object weighing up to 54 stone within 180' as the spell *telekinesis*. Each round he can move the target up to 20' in any direction. Unwilling creatures targeted by or holding an object targeted by the wearer may resist the effect with a successful Implements saving throw. The wearer may cease or resume concentration at will, but affected targets will plummet from the air in the interim, and unwilling targets are permitted another saving throw each time he attempts to take hold of them telekinetically.

Ring of the Black Gate

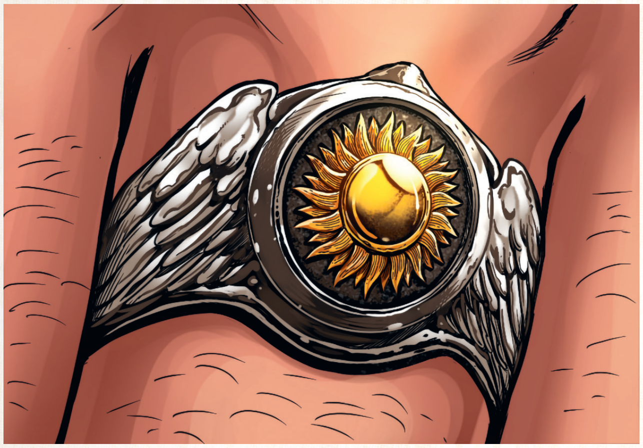
Base Cost 18,000gp: 1/week choice of *Contact Other Sphere* 5th level esoteric effect or *Summon Shadow* 4th level effect = effective 7th level effect 21,000gp; 1/week drawback 1st level effect -3,000gp. Apparent Value 700gp.

The black star sapphire is set in this thick silver band seems to reflect light from an unseen source. Once per week, by circling a finger around the gem and speaking its incantation for 1 turn, the wearer can reach beyond this world – either for counsel (as the spell *contact other sphere*, reaching out to the Chthonic sphere or the Outer Darkness) or for service (as the spell *summon shadow*). Contact with the space beyond worlds is perilous to the soul; each use of the ring afflicts the bearer with a cumulative -1 penalty to the d20 on his next roll on the Tampering with Mortality table. As *contact other sphere* requires the wearer to roll on the Tampering with Mortality table if he fails a Death saving throw, there is a possibility that this peril will be delivered by the ring itself.

Ring of the Blessed Life

Base Cost 37,500gp: Permanent (1/day) 5th level esoteric effect. Apparent Value 350gp.

This silver ring bears a winged sun in gold, a symbol of Ammonar's favor that shines through to the wearer's very soul. Rings of this kind were first made by Ammonar's priesthood and entrusted to his champions, so that they might rise and fight again should they fall in battle, remaining whole in body and spirit until their righteous work was done. When rolling on the Tampering with Mortality table, the wearer ignores any penalties incurred from his WIL score and from any side effects he has already suffered. Additionally, any penalty which would be incurred due to the number of days that have passed since the wearer died is halved (rounded down). Such rings are bound to single champions, and their grace may not be shared among a company of men; to be ignored by the ring's magic, a side effect must have been received while wearing the ring, as must the underlying mortal wound, if any, whose treatment resulted in the side effect.



Ring of the Boundless Prison

Base Cost 325,000gp: Permanent (1/hour) 5th level esoteric effect 60,000gp; Permanent (1/turn) *True Seeing* 5th level esoteric effect 125,000gp; At-Will (concentration) *X-Ray Vision* 5th level esoteric effect 125,000gp; Permanent (1/turn) *Discern Magic* 1st level spell 25,000gp. Apparent Value 5,000gp.

On this platinum ring sits a large and superbly clear blue diamond, with a smaller and darker stone visible in the metal below it. The ring's origins lie with the cruel and temerarious sorcerer-king Shamakur of Celdorea, who bound an immensely powerful being and demanded of it all knowledge of the world and its secrets. The spirit, demon, or god (the being's nature varies in different accounts) counter-offered power by which Shamakur could take this knowledge himself, and the deal was struck. The sorcerer-king sat on his throne and announced his ambition, daring any disloyal member of his court to stop him, before donning the ring and falling still. After seven days and seven nights a servant finally dared to touch Shamakur's still form, only to reveal it as a corpse which had perished from thirst days earlier.

Upon being donned, the ring forces the wearer's spirit from the body, as the spell *spiritwalk* – but with some differences. The wearer's spirit cannot be heard or seen except by magical means, though if he is a spellcaster he can still cast spells. The wearer's spirit can itself see with magical clarity, and gains the benefit of the spells *discern magic* and *true seeing*. By concentrating, the wearer's spirit can utilize *x-ray vision*, as the spell. The wearer's spirit cannot return to his body at will; instead, his spirit immediately returns to his body when the ring is removed from it. However, the wearer's spirit cannot interact with the material world except by magic; as such, if deprived of trustworthy people to supervise his insensate form, his only way to avoid the fate that befell Sharnakur is to cast a spell that can remove the ring from his finger (e.g. *telekinesis*) or sever the ring from his body (e.g. *dismember*).

Ring of the Cornered Beast

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 400gp.

This bimetallic band is shaped to depict a golden mongoose wrapped in mortal combat with a silver snake. Anytime the wearer would become **cowering**, **faltering**, or **frightened** (whether due to a poor morale roll, failed saving throw, or any other reason), he instead becomes **berserk**. He gains a +2 bonus to his attack rolls and becomes **immune** to fear, but suffers a -2 penalty to AC and becomes limited in his tactics. The wearer remains berserk until he is the subject of a *remove fear* spell, the condition which triggered his rage no longer applies, or combat ends (whichever comes first).

Ring of the Crypt Keeper

Base Cost 44,000gp: At-Will (Concentration) 1st level effect 25,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 20gp.

The bezel of this bone ring is carved into the form of a half-rotten and maddened face. The ring imbues all nearby zombies its wearer commands with an echo of his vitality. Whenever a zombie the wearer controls is within 45' of him it receives a +2 bonus to initiative rolls, negating its normal penalty. Additionally, the wearer can, by concentrating, see through the eyes and hear through the ears of one of these zombies. Apart from being limited to controlled zombies within 45', the effects are identical to the spells *clairvoyancy* and *clairaudiency*.

Ring of the Earth

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. **If Greater, Base Cost 34,000gp:** Also 1/week 6th level effect 18,000gp; 1/week drawback 1st level effect -3,000gp. Apparent Value 800gp.

This bronze ring is set with six equally spaced uncut carnelians, ranging in hue from red to brown. When worn for a day, the ring attunes its wearer to the Elemental Sphere of Earth. Thereafter, any elemental air, fire, or water spells he cast will become elemental earth spells. Any damage-dealing elemental blast or wall spells will deal seismic damage instead of electrical, fire, or cold damage; any *conjure elemental* spells will conjure earth elementals; any wall spells will conjure material made of or related to earth, and so on, with the exact effects at the Judge's discretion. (For instance, a *fiery pillar* might manifest as a spear of earth, while a *wall of ice* spell might produce a wall of permafrost.) If the wearer spends 6 turns of meditation at a point at least an hour's walk below the surface, he can regain one expended spell slot, though this process can only be done once per day for any given spell level. When in a minor, major, or supreme edifice of elemental earth, the time required is reduced to 3 turns, 1 turn, or 1 round, respectively.

1 in 6 **rings of the earth** have the ability to summon a **hafar**, a genie of elemental earth (see ***ACKS II Monstrous Manual*** p. 149), once per week. The hafar serves for 1 day or until destroyed, dismissed, or **dispelled**; it follows orders obediently but not loyally, as a **ring of genie summoning**. If the hafar is ever slain it cannot be resummoned, though the ring will retain its other powers. Most sages believe that all rings of the earth once held a hafar, but that

only a rare few still have their genie bound after the passage of many years and owners. Rings of the earth able to summon a hafar appear as the regular type, but they feel noticeably weightier when held than a scale would indicate.

Ring of the Eye

Base Cost 31,000gp: Permanent (1/hour) 1st level effect 12,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 150gp.

This silver ring is set with a hemispherical cat's eye agate. The wearer can see through this "eye", its apparent slit pupil moving with his focus. This fifth-and-a-half sense improves the wearer's awareness, giving a +1 bonus to surprise rolls. The ring can be used to peek around corners or into narrow crevices, though it can see no better in darkness than normal human eyes. Should the wearer be **blinded** in both eyes by magic or injury, blindfolded, or be keeping his eyes closed for some reason (such as avoiding the gaze attack of a medusa), he does not suffer a penalty to surprise rolls and does not have his speed reduced. Additionally, he can hold the ring-bearing hand up to his face to see from the eye while using his other hand to wield a weapon, attacking at only a -2 penalty.

Ring of the Frost Tyrant

Base Cost 123,000gp: At-Will (concentration) 2nd level effect 50,000gp, consume for single charge 7th level ritual effect 50,000/2 = 25,000gp; Permanent (1/hour) *Energy Invulnerability* 4th level effect 48,000gp. Apparent Value 1,000gp.

This silver ring is set with a light blue diamond, its platinum filigree suggesting icicles or snowy peaks. The ring allows its wearer to survive even the harshest chill of winter, making him **immune** to mundane and extraordinary cold damage as the spell *energy invulnerability*. It also grants its wearer the ability to mentally dominate a giant within 90', as the spell *dominate monster*. The target giant must make an Implements saving throw. If the throw succeeds, the giant shrugs off the effect. If the throw fails, the giant is **dominated**. The domination lasts while the wearer maintains his concentration on confidently issuing easily understood instructions to the giant, or until the giant is somehow forced out of range of the wearer, the duration expires, or the effect is **dispelled**. Once the effect ends, the giant will be hostile to the wearer.

The diamond can be pried from the ring and destroyed to expend all its commanding powers in a single mighty effect; upon its destruction 20 **frost giants** (see ***ACKS II Monstrous Manual*** p. 156) will be called to the wearer's aid, immediately beginning to travel to the wearer's destination at their expedition speed. If the diamond is destroyed in an unsettled hex of their native terrain, the giants will arrive in 1d6 turns. If the diamond is destroyed in any other type of hex, the time to arrive is increased by 12 turns per 6-mile hex between the wearer's hex and the nearest unsettled hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a frost giant lair is nearby. If the wearer is unreachable upon their arrival (such as deep in a dungeon), the giants will make camp close by. The giants arrive with giant-sized battle axes and spears and can act as a company of troops in mass combat. The giants will understand the wearer's speech and will serve as loyal henchmen for a Chaotic wearer or others that he directs for 1 week before departing (unless they are slain or **dispelled**). The giants will only grudgingly serve a Neutral wearer, however, and if asked to perform a Lawful action or assist a Lawful creature they will immediately depart. The ring will still provide its wearer with immunity to cold damage after the diamond's destruction.

Ring of the Golden Serpent

Base Cost 6,000gp: Permanent (1/hour) 1st level effect 12,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -6,000gp. Apparent Value 400gp.

This gold and jade ring, wrought in the shape of a winding serpent, will discreetly relocate itself over time; its wearer may wake to find it on a different finger or even on the opposite hand. The wearer gains a +1 bonus to AC and saving throws, as a **ring of protection**, but the serpent is capricious: should its bearer be struck down in combat it will bite, imposing a -5 penalty to d20 rolls on the Mortal Wounds table. Though it protects its wearer from a variety of dangers, any such ring may well have had a hand in the deaths of multiple former masters over the course of its existence.

Ring of the Jackal

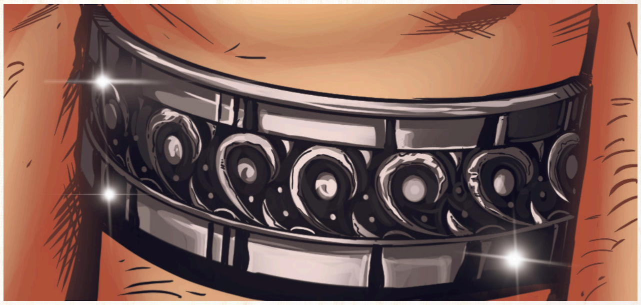
Base Cost 18,000gp: 3/day not more than 1/hour (periodic with cooldown) 6th level effect 36,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -18,000gp. Apparent Value 100gp.

This silver ring depicts a jackal, sacred animal of Dirgion, Lord of Death and Rebirth. Just as the jackal gains vitality from carrion, so too does the ring's wearer. Three times per day (but not more than once per hour), by consuming the flesh of a sapient creature that has died within the last hour, he can gain a portion of its vigor and knowledge. Except for the fact that the target must be deceased, the effect is identical to the spell *soul eating*: The wearer gains 1d10 temporary hit points + 1 hp per level or HD of the victim and learns some important knowledge it possessed in life. The knowledge learned can be quite complex, equivalent to a single rank in a proficiency, a class power, a spell formula, or a language. The temporary hit points and knowledge persist for 1 day. Indulging in such a horrid feast perverts the wearer's appetite for 1 month thereafter. During this time, ordinary food will provide no sustenance unless he has also gorged on the flesh of a sapient creature in the same day, and he requires twice as much food as normal, becoming **underfed** and **starving** in only half the normal time if unable to sate his twisted hunger.

Ring of the Leviathan

Base Cost 9,000gp: 3 charges 6th level effect. Apparent Value 100gp.

This silver ring is engraved with a simple pattern of rolling waves. Commonly (though incorrectly) referred to as a "ring of three fishes", when thrice tapped against the surface of the ocean the ring calls a great leviathan of the waters: a **sperm whale** (see ***ACKS II Monstrous Manual*** p. 332). The whale arrives in 4d6 turns, or sooner if a pod of whales is nearby. The whale will understand the bearer's speech and serve him faithfully for 1 day, or until **dispelled** or slain, though it will flee combat if reduced to less than half its maximum hit points. Such rings are found with 1d3 charges remaining, their engraving becoming rougher with each use until worn away entirely when the last of the ring's magic is expended.



Ring of the Lucky Scoundrel

Base Cost 106,000gp: Permanent (1/hour) 4th level effect 48,000gp; 2 Permanent (turn/level) 1st level effects (trap chance, favorable trials) 19,000gp each; 1/day 3rd level effect (fool's luck) 15,000gp; Permanent (1/turn) cantrip effect (invisibility) 5,000gp. Apparent Value 3,000gp.

This platinum ring, sized for man's fifth finger, is set with a large diamond in the center and smaller diamonds depicting dagger blades along each side. Legendary among denizens of the underworld, the ring has passed through the hands of a long line of thieves and other outlaws, often changing owners as a result of pickpocketing, robbery, or murder. It is said that no owner has kept it for over a year; whether this is the fickleness of fortune, some will of the ring itself, or merely the inevitable fate when such wealth circulates among criminals remains unknown.

The **ring of the lucky scoundrel** functions only when worn by a character with at least one thief skill. It grants a deserving wearer a +3 bonus to AC and saves, as a **ring of protection +3**, and gives him Calefa's own luck in all his criminal endeavors. If passing an undetected trap, the wearer is almost never unlucky enough to trigger it. He unwittingly skips over tripwires, steps past pressure plates, and so forth. He gains a +2 bonus on the d6 roll to determine whether he triggers an undetected trap. If caught committing a crime, the wearer is fortunate to avoid languishing long in prison. He can roll twice on the Time Languishing table (see ***ACKS II Revised Rulebook***, p. 367) and take the lower result for the amount of time spent awaiting trial. If brought to trial, the wearer finds everything goes his way. Incriminating evidence is accidentally lost, witnesses luckily forget key details, and so on. He gains a bonus of +1d8 to his roll on the **Crime and Punishment** table (see ***ACKS II Revised Rulebook***, p. 367).

Once per day, when he finds himself in need of additional fortune, the wearer can grant himself **fool's luck** by pressing the two diamond daggers on the ring. The next 1d4 spells or attacks that target him directly narrowly miss by unlikely happenstance. The fool's luck does not protect the wearer from area-of-effect spells or breath weapons, but neither do such attacks use up the luck. Any unused luck fades after 6 turns.

Although many of the ring's wearers have ended up arrested, the **ring of the lucky scoundrel** has never fallen into the hands of the authorities – for the ring hides itself from the sight of the law. When on the finger of a deserving wearer, the ring becomes invisible to creatures of Lawful alignment.

Ring of the Master Conjurer

Base Cost 83,500gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/day) 5th level esoteric effect 37,500gp; Permanent (1/hour) 1st level effect (elemental HD) 12,000gp; 1/day 3rd level effect 15,000gp. Apparent Value 1,200gp.

This silver ring bears a square-cut emerald, an old Kemesh rune for lordship etched into the center of the gem. The ring enhances its wearer's ability to **conjure dark powers** and makes summoned creatures heed his **words of command and obedience**. All of the wearer's summoning spell effects, and his eligibility to conduct research on summoning magic, are calculated as if he were two caster levels higher than his actual level of experience. If the wearer possesses the Mastery of Conjuration and Summoning proficiency, his summoning spells and research are calculated as if he were instead three caster levels higher. He gains a +2 bonus on magic research throws and increases his research rate by 10% when researching summoning magic.

Any time the wearer's concentration would be disrupted by damage while controlling a conjured creature, he receives a Spells saving throw to maintain his concentration and control of the creature. If the wearer possesses the Mastery of Conjuration and Summoning proficiency, he gains a +2 bonus on his Spells saving throw to maintain concentration. Should he fail this throw and his concentration break, the conjured creature will immediately return to its native sphere without harming him or his allies.

In addition, creatures the wearer summons will obey his orders to the best of their ability and will not attempt to pervert his instructions (with the exception of granting *wishes*). Any elementals he conjures are invigorated by a stronger connection to their native sphere, and have +1 hp per HD. Finally, once per day, the wearer can activate the ring to destroy a single summoned creature within 90'. The creature must immediately make a Death saving throw. If the throw succeeds, the creature feels only a moment's pain, but if it fails, the creature is instantly destroyed.

Ring of the Mountain Goat

Base Cost 31,000gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 50gp.

This brass signet ring bears the image of an open-mouthed goat head on its face. The bearer is granted the surefootedness of a mountain goat, skipping with safety across dangerous routes as though he possessed the Cat Burglary proficiency. He receives a +4 bonus when attempting balancing traverses, never falls while traversing narrow paths, and only falls when traversing precarious paths on an unmodified 1. He gains a +2 bonus to saving throws where balance would help, and if he falls while climbing, he can make a second proficiency throw with a -4 penalty to catch himself. (If the character already possesses Cat Burglary proficiency, he gains +6 bonus on balancing traverses and can catch himself on a proficiency throw at a -2 penalty.) The wearer also gains a goat's iron stomach, becoming **immune** to the effects of any ingested mundane poison and **resistant** to ingested extraordinary poison, so long as the ring is on his finger when the poison is ingested.

Ring of the Open Sky

Base Cost 15,000gp: 1/10 chance of expending item = 10 charges 3rd level effect. Apparent Value 400gp.

This ring consists of a pair of interlocking bands, one silver and one gold, set with two symbols, Istreus's silver crescent and Ammonar's golden winged sun, positioned opposite one another. It is enchanted to carry its wearer from secrecy into revelation — from the hidden depths to the open sky. If donned while underground, indoors, or otherwise cut off from the open sky, the ring instantly teleports the wearer upward to the nearest location where sunlight or moonlight could naturally reach. The effect fails if the wearer is more than one mile beneath the earth. The ring itself remains behind when the teleport occurs, allowing a single ring to rescue multiple individuals trapped underground by being reused in succession. After each use, the ring has a 1-in-10 chance of breaking. If it does, it teleports with its final wearer, and then splits into two non-magical bands. When found as treasure, the **ring of the open sky** is typically found strung on a cord or chain, so it can be worn as a necklace until needed.

Ring of the Plaguelord

Base Cost 716,500gp: 3 charges *Plague* 9th level ritual effect 600,000gp; 1/turn *Cause Disease* 3rd level effect 49,500gp; Permanent (1/hour) 4th level effect 48,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 6,000gp.

The seal of this thick platinum signet ring depicts a wretched and rotting human face, a pair of flawless black diamonds set as eyes in a visage utterly stripped off comfort and vigor. The ring was crafted by the eunuch-priest Shillek the Purifier, who saw pestilence as the means by which the world cleansed itself of contamination by those unworthy of life. Shillek is said to have enchanted his ring with three great plagues. That the Grey Death of the 3rd Century was caused by this ring is a matter of scholarly consensus, but sages differ on which, if any, of history's other great plagues were caused by it. None can say for certain what horrific afflictions the ring might yet unleash.

The ring's wearer gains dominion over pestilence and its servants. He gains a +2 bonus on reaction rolls when interacting with disease-immune scavengers such as vultures and with disease-bearing monsters such as ghouls, lycanthropes, and giant ticks. He himself becomes **immune** to infection from all forms of disease, including magical diseases caused by spells, mummies, and lycanthropes. However, this immunity applies only to infections that arise after the ring has been donned; it does not cure or delay an existing disease's effects. Once per turn, by speaking the phrase "be cleansed" the wearer can attempt to afflict disease on a living creature by touching it with the ring, requiring a successful attack throw if the creature is unwilling. If touched, the victim must make a successful Implements saving throw or become diseased, as per the *cause disease* spell. Victims touched by the ring bear its seal upon their flesh until they are cured or dead.

What makes the **ring of the plaguelord** truly terrifying is that it contains 1d3 charges of the ritual spell *plague*. To unleash the *plague* on a domain, the ring's wearer need merely touch the ring to the soil of the territory or the flesh of its ruler. Once it begins, the *plague* expands remorselessly, spreading to adjacent 6-mile hexes every month for 11 months, ending only when it has killed all of the population, the wearer is slain, the duration expires, or it is ended by a *miracle* or *wish*. The ring retains its other powers even when all its *plagues* are expended.

Ring of the Queen's Heart

Base Cost 109,500gp: Permanent (1/hour) 5th level effect 60,000gp; 1/turn *Invisibility* 3rd level effect 49,500gp. Apparent Value 4,000gp.

According to legend, this bejeweled band was gifted by the goddess Nasga to her priestess Semiramis, the first sorceress-queen of Zahar. Though many of the hundred suitors who courted her attempted to succeed by sorcery, they found it to no avail: the wearer is completely **immune** to enchantment spells and effects as well as the influence of Mystic Aura. Once per turn, by kissing the ring, the wearer gains *invisibility*, as the spell.

Ring of the Scribe

Base Cost 75,500gp: Permanent (1/day) 5th level esoteric effect 37,500gp, Permanent (turn/level) 2nd level effect 38,000gp. Apparent Value 1,600gp.

The broad white opal set into this platinum ring shimmers with restless flecks of colors that resemble scripts and symbols in some unknown tongue. The ring grants its wearer insight into the words and patterns used to bind magical power to parchment and ink. The ring's bearer may read and cast magic from arcane and divine scrolls with a proficiency throw of 4+, as per the **scrollreading** power, provided he is literate in the language of the scroll or has otherwise deciphered it. He counts as a 5th level spellcaster for purposes of writing magical scrolls, or gains a +3 bonus to scroll-related magic research throws if already capable of creating scrolls. He gains a research rate of 50gp for scribing scrolls, or increases his existing research rate by 15%, whichever is higher, and can supervise studious casters in their creation.

Ring of the Seasons

Base Cost 19,000gp: 4 Quarter price permanent (turn/level) 1st level effects 19,000/4 = 4,750gp each. Apparent Value 300gp.

This golden ring is marked with four equidistant notches. A spellcaster wearing the ring receives an affinity for one type of elemental spells, as though he had the Elementalism proficiency. The specific element he gains power over changes with the shifting of seasons, one quarter of the year for each. The stormy winds of spring give him an affinity for elemental air spells, such as *gale of wind* and *thunderclap*. The heat and dryness of summer empower his elemental fire spells, such as *kindle flame* and *fireball*. The reclaiming soil of autumn shifts his focus downwards to elemental earth spells, such as *sling stone* and *earth's wave*. Finally, the chill grip of winter lends increased power to his elemental water spells, such as *ice floe* and *cone of frost*.

Ring of the Sewer Spider

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 120gp.

This **cursed** silver ring has a tiny carved spider perching on its rim, a small brown garnet serving as the arachnid's body. The wearer will feel the spider "bite" his finger 1 round after he puts it on. He must immediately make a Death saving throw. If the save fails, he is cursed to reek with the fecal stench of a city sewer. He suffers a -3 penalty to reaction rolls with living creatures and can never surprise creatures which have Acute Olfaction. The curse, and the odor, lingers until it is **lifted** or until the wearer dies. The ring itself functions but once, the tiny spider crumbling into dust once its trap is sprung.

Ring of the Sky

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. **If Greater, Base Cost 34,000gp:** Also 1/week 6th level effect 18,000gp; 1/week drawback 1st level effect -3,000gp. Apparent Value 800gp.

This silver ring is set with six equally spaced sapphires ranging from clear to deep blue in color. When worn for a week, it attunes its wearer to the Elemental Sphere of Air. Thereafter, any elemental earth, fire, or water spells he casts will become elemental air spells. Any damage-dealing elemental blast or wall spells will deal electrical damage instead of seismic, fire, or cold damage; any *conjure elemental* spells will conjure air elementals; any wall spells will conjure material made of or related to air, and so on, with the exact effects at the Judge's discretion. (For instance, a *fireball* might create a ball of lightning that deals 1d6 ⚡ damage per caster level, while a *wall of stone* spell might produce a wall of magically hardened clouds.) If the wearer spends 6 turns of meditation at the highest point in a 6-mile hex, he can regain one expended spell slot, though this process can only be done once per day for any given spell level. When in a minor, major, or supreme aerie of elemental air, the time required is reduced to 3 turns, 1 turn, or 1 round, respectively.

1 in 6 **rings of the sky** have the ability to summon a **jann**, a majestic genie of elemental air (see ***ACKS II Monstrous Manual*** p. 150), once per week. The jann serves for 1 day or until destroyed, dismissed, or **dispelled**; it follows orders obediently but not loyally, as a **ring of genie summoning**. If the jann is ever slain it cannot be resummoned, though the ring will retain its other powers. Most sages believe that all rings of the sky once held a jann, but that only a rare few still have their genie bound after the passage of many years and owners. **Rings of the sky** able to summon a jann appear as the regular type but feel lighter than they should, as if the ring were hollow, though all tests indicate it is solid silver.

Ring of the Slavedriver

Base Cost 18,000gp: 12 charges 3rd level effect. Apparent Value 250gp.

This gold signet ring bears an engraving of a chain encircling the seal of an ancient Zaharan noble house. Rings such as these were used by the cruel masters of that wicked empire to enforce their will. To use the ring, the wearer utters the command "serve" in Ancient Zaharan while touching the ring's seal to the flesh of a target living humanoid. If the target is not a willing or **helpless** victim, touching it with the seal requires a successful attack throw. If the seal touches flesh, it burns cherry-red with heat, dealing 1d4 🔥 damage to the target. A target of 2 HD or more then must make an Implements saving throw; if the save fails, or the target had less than 2 HD, the target is also branded with a minor scar, and is **enslaved** by the wearer as per the spell *enslave humanoid*. The brand made by the ring remains until the enslaved target dies, the effect is **dispelled**, or 1 month passes. Each utterance of the ring's command word expends one charge, regardless of whether the target is touched or enslaved successfully. The **ring of the slavedriver** is found with 2d6 charges remaining.

Ring of the Tower

Base Cost 75,000gp: Permanent (1/turn) *Tongues* 4th level esoteric effect 100,000gp; Permanent (1/turn) drawback 1st level effect -25,000gp. Apparent Value 200gp.

This ring traces its history back to the Opelenean bronze age, when priest-lords and sorcerer-kings ruled from cyclopean city-states. It was crafted by Bodash, Priest-Lord of Magdalu, to address the supplicants who gathered from all corners of the world to pay him homage at his towering temple. The interior of the ring's silver band bears a single strange rune that appears to be an amalgamation of every Proto-Meniran script. The ring's wearer becomes fluent in the speech of all intelligent creatures within 90', as the spell *tongues*. However, Bodash's envious ego could not stand being overshadowed, and his jealousy left its mark on the ring. In any city larger than historic Magdalu (5,000 families), the ring *garbles* its wearer's speech, rendering him unable to understand or be understood in any language. This speech affliction persists for a week after the ring is used, even if removed or lost.

Ring of the Umbral Mastiff

Base Cost 115,000gp: 2 Permanent (1/hour) 4th level effects 48,000gp each; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 2,000gp.

Mityarana was a black-furred mastiff of such size that she could be mistaken for a small horse, and of such exceptional quality that the Cyfaraun Merchant's Guild once assessed her value at an incredible 3 silver talents. Yet her value to the famed adventurer Matteus was even greater, for she was ever at his side over a storied career of expeditions to distant lands and perilous dungeons. When she eventually died – peacefully in her sleep, after a lifetime of aiding her master's rise to wealth and power – he had her ashes worked into a ring, both to honor his loyal companion and to keep her spirit close.

The bezel of this golden signet ring holds a black sapphire artfully etched with a baying war dog, recessed within a circle of gold to serve as a seal. It grants its wearer a +3 bonus to AC and saves, as a **ring of protection +3**. By calling "Mityarana" aloud, the wearer can summon her spirit as an **umbral mastiff** (see p. 332). The umbral mastiff emerges from a nearby source of shadow and loyally serves the wearer, obeying his verbal and gestured commands. Mityarana is immune to being **dispelled** by *counterspell* or *dispel magic* spells. She can be destroyed, or be **banished** by *dispel evil* or *dispel good* spells, but even this is only temporary: so long as the ring remains she can be called back to the wearer's side a mere hour later. The wearer of the ring is **immune** to the mastiff's frightful baying, and to all other fear spells and effects.

Ring of the Warmage

Base Cost 38,000gp: 2 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 600gp.

The engraving on the bezel of this gold ring depicts a ferocious roaring lion with a dark red ruby set in its mouth. A spellcaster wearing the ring can cast spells with the disciplined movements of a soldier rather than the hapless flapping of a scholar. He gains a +1 initiative bonus when casting spells and uses the fighter attack progression when casting spells that require an attack throw (or gains a further +1 to hit if already using the fighter progression), as if he possessed the Battle Magic proficiency. Additionally, when the wearer declares he is casting spells at the start of the round, he gains a +2 bonus to his AC and saving throws until the end of that round.

Ring of Unseen Focus

Base Cost 25,000gp: At-Will (concentration) 1st level effect. Apparent Value 300gp.

This golden ring is cut with generously beveled edges, a narrow polished band at its equator revealing a reflection in which the viewer is conspicuously absent. The wearer can become **invisible** at will for as long as he concentrates on maintaining the effect. His invisibility ends the moment his concentration is broken (by e.g., moving too swiftly, taking damage, failing a save, or making an attack). The wearer can become invisible again on the next round by renewing his concentration.

Ring of Venery

Base Cost 31,000gp: Permanent (turn/level) 1st level effect (seduction) 19,000gp; Permanent (1/hour) 1st level effect (hunting) 12,000gp. Apparent Value 500gp.

The face of this gaudy golden ring is inlaid in silver with a leaping doe. Crafted to aid those who live for the thrill of the chase, the ring grants its wearer a +4 bonus on all Hunting proficiency throws. The ring also aids in pursuit of ardor: its wearer receives a +1 bonus to reaction rolls when interacting with those who are potentially attracted to him, as the Seduction proficiency.

Ring of Vengeful Spirits

Base Cost 14,000gp: 1/6 chance of expending item with final use unsuccessful = 5 charges *Summon Invisible Stalker* 6th level effect 15,000gp; drawback single charge 2nd level effect -1,000gp. Apparent Value 60gp.

This thick iron ring is hollow – filled with nothingness – a circle of classical Somirean script surrounding a pinprick hole on its side. By quietly breathing the ring's command word into the hole, the wearer can call forth the power of the spirits bound within, causing an incorporeal malevolence to take form as the spell *summon invisible stalker*. The invisible stalker will obey a single order, with its usual propensity to distort complex or long-term orders. The ring sits heavy on its wearer's hand while in use, the cavity filling with iron until the stalker is destroyed, **dispelled**, or completes its task, upon which it can be used again. Each time the ring is activated there is a 1-in-6 chance that its hollow metal shatters instead, allowing the spirits within to escape. The invisible stalker which received the final attempted order marks its would-be-master for vengeance;

each week following the ring's destruction, there is a 1-in-6 chance that it will return and attempt to slay the ring's former wearer, persisting until it succeeds or is destroyed or **dispelled**.

Ring of Virtue's Shield

Base Cost 48,000gp: Permanent (1/hour) 4th level effect. Apparent Value 100gp.

This silver ring is set with a large white pearl with a flawless surface. Every object reflected in the pearl somehow appears cleaner, brighter, and better ordered than it does to the naked eye. The wearer gains a +4 bonus to his AC against attacks from evil creatures. Evil creatures consist of enemy creatures of an alignment other than the wearer's alignment, and inherently evil creatures such as incarnations or undead of Chaotic alignment. The bonus from the **ring of virtue's shield** stacks with the bonus from worn armor and any other enhancements to AC.

Ring of Vitality

Base Cost 2,000gp: Single charge *Death Ward* 4th level effect. Apparent Value 100gp.

At the front of this silver ring is a small sculpted lily, its petals decorated with miniscule amounts of gold. The ring protects its wearer from the first **curse** or **death** effect which would affect him, such as a monster's petrifying gaze or a *dismember* spell, rendering him **immune** to the effect for the duration of a single saving throw. After the ring has saved its wearer from his terrible fate, its flower splits apart, leaving it thereafter non-magical.

Ring of Wailing

Base Cost 25,000gp: At-Will (concentration) 1st level effect. Apparent Value 70gp.

This iron ring is cast in the form of a hideous face with mouth wide open in a scream. With concentration, the wearer can seize control of the lungs of a living target within 30', causing it to scream in a hideous inhuman pitch unless it succeeds on a Death saving throw. The screaming induced is without rest or pace, the target **choking** from inability to breathe; it suffers 1d6 ☠ damage and is unable to act or speak (though able to defend itself). The effect continues for as long as the wearer concentrates, though the target is permitted an additional saving throw each round to end the effect. If the effect ends, whether by a successful saving throw or the wearer's concentration ceasing, the wearer may begin again on the same victim or a new one on the following round. The wailing is loud enough to be heard up to 180' away on a successful Listening throw, and might attract wandering monsters, guards, and so on (Judge's discretion).

Ring of Water Walking

Base Cost 36,000gp: Permanent (1/hour) *Water Walking* 3rd level effect. Apparent Value 300gp.

This thin gold ring has an inner band of perfectly clear glass, making the gold seem to float about the wearer's finger. The wearer can walk on water as if it were solid land. He can freely attack those in or below the water, the water only acting solid for the limbs supporting his weight. He may freely choose to swim or otherwise submerge himself, but doing so will end the ring's effect until he is again entirely above the surface; he cannot use it while submerged or partially submerged to propel himself upwards.

Ring of Wishes

Base Cost 800,000gp: 4 charges *Wish* 9th level ritual effect. Apparent Value 1,000gp, but obviously magical once touched.

This legendary ring is forged from congealed divine power into a perfectly-formed golden band. Its very existence is an imposition upon the natural order: to hold such a ring is to feel the weight of the sky as if it were crashing down on one's head, while to wear it is to feel the power to hold up the heavens. The ring contains 1d4 charges of the ritual spell *wish*, each able to alter reality in sweeping ways. In the history of the world, few mages have possessed the power and skill necessary to craft such a ring, and the number who would dare take the risk is fewer still. While history and myth seem to suggest several such rings have existed in the past, the difficulty of their creation and the strain such concentrated power puts on the world make it unlikely that more than one **ring of wishes** has ever existed at the same time.

Ring of X-Ray Vision

Base Cost 82,500gp: 1/turn *X-Ray Vision* 5th level esoteric effect. Apparent Value 1,100gp.

This silver ring bears a smoky topaz carved as a closed eye, with a disc of blue jade set beneath it as an iris. By closing his eyes while holding the ring up to eye level, the wearer gains the ability to see through most living and nonliving materials, as the spell *x-ray vision*. While concentrating, the wearer can methodically search a 10' × 10' × 10' zone each turn, automatically discerning all hidden and concealed objects and features. He can see the contents of containers as well as any secret doors or traps, though seeing the internal mechanisms of locks and triggers will not necessarily allow him to disarm or pick them. The *x-ray vision* can see through most materials but is blocked by even a thin layer of bone or metal. The wearer can continue to concentrate on the *x-ray vision* for multiple turns if desired, but once his concentration ends or is disrupted he must wait 1 turn before activating the ring's power again.

Seal of Chaos

Base Cost 184,000gp: Permanent (1/ hour) *Speak With Beasts* 2nd level effect 24,000gp; 1/day *Conjure Fiend* 6th level effect 30,000gp; 1/day *Conjure Genie* 6th level effect 30,000gp; 1/day *Conjure Dybbuk* 5th level effect 25,000gp; 1/day *Conjure Supreme Elemental* 5th level effect 25,000gp; 1/day *Conjure Incubus* 4th level effect 20,000gp; 1/day *Conjure Hellion* 3rd level effect 15,000gp; 1/day *Conjure Imp* 2nd level effect 10,000gp; 1/ day *Conjure Cacodemon Spawn* 1st level effect 5,000gp. Apparent Value 8,000gp.

This mighty signet ring is forged of adamant and hepatizon; in lieu of mortal heraldry its seal bears symbols of the chthonic powers. Its wearer can *speak with beasts*, as the spell. Bound to the ring are eight incarnations of varying power from the chthonic and elemental spheres, though legends vary greatly as to the specific incarnations and their powers. The wearer can conjure each of these incarnations once per day by speaking its name and concentrating, as the spells *conjure cacodemon spawn*, *conjure imp*, *conjure hellion*, *conjure incubus*, *conjure dybbuk*, *conjure fiend*, *conjure supreme elemental*, and *conjure genie*. If the wearer loses concentration or an incarnation is forced out of range, the wearer will lose control of the incarnation. It will then attempt to attack the wearer and all others in its path until banished, or until it departs 1d3 turns later; tales say such was the doom of several of the ring's former masters. Unlike incarnations conjured by spells, the ring's incarnations can still be conjured the next day even if they were not safely dispelled previously. When the ring is found, the Judge should name each incarnation, roll or choose the type of elemental and genie, and roll or choose the form and special abilities of each cacodemon.

SCROLLS

Scrolls are sheets of papyrus or parchment imbued with enchanted writing. Reading these magical words aloud releases the power of one of the scroll's inscribed spells or effects. Reading a scroll requires declaration before initiative and can be disrupted in the same manner as spellcasting; if disrupted, the spell is lost from the scroll. A character with Unflappable Casting proficiency can move and attack normally when scroll reading is disrupted. A character with Quiet Magic proficiency can quietly read a scroll.

Scrolls are often found written in dead or esoteric languages; the Judge can choose each scroll's language, or roll on the Scroll Languages table, below, to decide. A character must be able to read the language in which the scroll is written in order to use it, unless he has the **scrollreading** power. Spells from a scroll have the minimum caster level necessary for each spell. The apparent value of an unidentified scroll roll is 150gp.

SCROLL LANGUAGES

Roll 1d100	Language
01-20	Classical Auran (or equivalent ancestral language now only in religious or ceremonial use)
21-30	Common
31-50	Draconic
51-70	Dwarven*
71-90	Elven
91-100	Zaharan (or equivalent dead and ill-remembered foreign tongue)

* Re-roll language if an arcane spell scroll

Cursed Scroll

Base Cost 1,500gp: Single charge *Bestow Curse* 3rd level effect. Apparent Value 150gp.

The reader of this scroll must immediately make a Death saving throw. On a failure, he is afflicted with a terrible **curse**, as the spell *bestow curse*. Any effect that would be appropriate for the spell might be found on such a scroll, but as those who make such scrolls strive to be as creative and cruel as possible the Judge is likewise encouraged to innovate. The curse may not be **dispelled**, only **lifted**. Creatures unable to read the scroll do not trigger its effect.

Scroll of Anyspell, Greater

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 150gp.

This scroll resembles a **lesser scroll of anyspell**, but far grander in scope. Hundreds of spells are written across its myriad layers. The magical ink emits a shifting pattern of brilliant light, with each character shining in a distinct shade and each spell appearing as a miniature image of its possible effect when perspective brings it to focus. The Judge should determine the language of the scroll in the normal manner for a spell scroll, as well as roll whether it is an arcane scroll or a divine scroll (even chance of each). A spellcaster of the appropriate type can read the scroll to cast a single common spell of his choice of any level. Studious casters can select any spell of their magic type from the ***ACKS II Revised Rulebook*** spell list, but prayerful casters must choose a spell from their class repertoire. (At the Judge's discretion, other spells might count as "common" in addition to or in lieu of those listed in the ***ACKS II Revised Rulebook***.) Unlike standard spell scrolls, **scrolls of greater anyspell** cannot be used by studious casters to add spell formulas to their repertoires.

Scroll of Anyspell, Lesser

Base Cost 3,000gp: Single charge 6th level esoteric effect. Apparent Value 150gp.

This strange scroll is scribed with layer upon layer of iridescent ink covering nearly every inch of its parchment. Contradictory spell formulas are written across the layers in different colors, the legibility of any given formula depending on the light and angle under which the scroll is viewed. The Judge should determine the language of the scroll in the normal manner for a spell scroll, as well as roll whether it is an arcane scroll or a divine scroll (even chance of each). A spellcaster of the appropriate type can use the scroll to cast a single common 1st level spell of his choice. Studious casters can select any 1st level spell of their magic type from the ***ACKS II Revised Rulebook*** spell list, but prayerful casters must choose a 1st level spell from their class repertoire. (At the Judge's discretion, other spells might count as "common" in addition to or in lieu of those listed in the ***ACKS II Revised Rulebook***.) Unlike standard spell scrolls, **scrolls of lesser anyspell** cannot be used by studious casters to add spell formulas to their repertoires.

Scroll of Creature Warding

Base Cost 500gp: Single charge 1st level effect. Apparent Value 150gp.

When read, this scroll produces a warded area of protection in a 10' radius around the reader that moves with him. Creatures of the specified type cannot enter the warded area, though they can still attack with spells, missile weapons, special abilities, and so on. The effect ends immediately if a creature within the warded area makes a melee attack against a warded creature and otherwise lasts for 6 turns. A **scroll of creature warding** can be used by anyone literate in the language it is written. The Judge can choose which creature type the scroll wards against, or roll on the Creature Type table on p. 51.

Scroll of Magic Warding

Base Cost 3,000gp: Single charge *Anti-Magic Sphere* 6th level effect. Apparent Value 150gp.

When read, this scroll produces a 10' radius area of protection around the reader, moving with him, as the spell *anti-magic sphere*. Spells and spell-like effects can not pass through the sphere, and any creatures or items passing through the barrier are dispelled as if by the spell *dispel magic*. The sphere persists for 12 turns, until dispelled, or until the reader of the scroll chooses to end the effect. It can be read by anyone literate in the appropriate language.

Scroll of Mapping

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 150gp.

This large scroll is blank save for a border traced along its edges in gold foil, but the texture of its parchment evokes pareidolia in those who look up on it. Some see forested valleys and snow-capped mountains, others narrow halls and dust-choked chambers. Regardless of the user's literacy or training, he will find the scroll naturally suited to drawing a map – whether it be a grand illumination of an empire made with the finest inks available to a royal cartographer, or a desperate scrawl in goblin entrails made to navigate an escape from dim and treacherous caverns. Once he begins working on the scroll, the user gains one rank of the Mapping proficiency for the purposes of his project. He can create a useful dungeon map by torchlight while moving at exploration speed or less. With a proficiency throw of 11+ (or lower, if he already possesses ranks of Mapping) he can interpret or draft complicated layouts, map an area by memory, or notice irregularities in his map.

The scroll's benefit ends when the user is finished mapping the area in question (e.g. one dungeon, one contiguous region of wilderness, and so on) or 1 day passes without additional work being done on the map, whichever happens first.

Scroll of Pledges

Base Cost 6,000gp: 2 charges *Quest* 6th level esoteric effect. Apparent Value 150gp.

A series of arcane symbols divide this scroll into four parts, with two large blank stipulatory sections set side by side above a pair of blank signature blocks. Intended for use by high lords, warchiefs, and merchant princes engaged in weighty matters of war and business, the **scroll of pledges** can be used to create binding obligations between any two contracting creatures.

To use the scroll, one or more obligations (such as acts to be performed, payments to be made, promises to be kept, and so on) must first be written within the stipulatory sections. Each stipulatory section must contain at least one obligation, though the obligations need not be equivalent in value or difficulty. The obligations stipulated in the scroll can be perpetual and irrevocable or can be unilaterally or bilaterally limited by term or termination clauses, as desired by the contracting creatures. Once the desired obligations have been recorded in the stipulatory sections, each of the contracting creatures must then make signatory marks, either in ink or stamped wax, within the signature block below the section where its obligations were stipulated. The obligations stipulated within each section only apply to that section's signatory. If one obligation is supposed to apply to both signatories, it must be stipulated twice, once in each section.

Once two signatories have signed the scroll, each signatory is thereafter bound by a *quest* spell to complete its stipulated obligations. A willing signatory receives no saving throw against the effect, but an unwilling signatory can make an Implements saving throw to avoid being bound. If the unwilling signatory's save succeeds, the scroll's magic is expended without effect on either signatory, and the signatories will be aware that the scroll didn't bind them. The scroll might still be legally binding, of course (depending on the realm in which it was signed), but it won't be magically binding.

The two signatories do not have to make their mark at the same time; years, decades, even centuries can pass between the first and second signature! However, if a signatory is slain, destroyed, or banished from the sphere of existence after it has affixed its mark but before another signatory has done so, its mark vanishes and the stipulated obligations have no force on it. (They could take force if another signatory first affixed his mark.)

Being based in law rather than equity, the scroll does not actually force a signatory to meet the obligation(s) stipulated on his section of the scroll. Instead it imposes "damages" on the signatory if he fails to meet his obligations. The exact "damages" imposed are determined by the Judge and accumulate over time. Depending on the nature of the obligation and the breach, the "damages" might begin with minor penalties on rolls, progress to loss of class powers and spells, then to reduction in attributes, then on to injury or sickness, and, ultimately, to death. If the "damages" become too much for the reluctant signatory to endure, and he begins to "remedy his breach" by meeting his obligations, all of the accrued "damages" will be removed after one day. However, should the signatory later shirk his obligations again, all of the accrued "damages" will return instantly and progress from there.

The scroll's *quest* will always be enforced based on the terms written upon it at the time the first signatory made its signatory mark. If the terms were written long ago, such that the language has drifted, the terms will still be interpreted based on their common meaning at the time of writing. A signatory who foolishly signs an ancient **scroll of pledges** with a demon, thinking he understands the archaic promises therein, can find his soul in grave peril! Written alterations to the obligations made after the first signature have no effect on the enforcement of the scroll's *quest*, nor do verbal promises made before or after the signature, nor do the unwritten intents of either signatory, no matter how well- (or ill-)intended.

If an obligation is ambiguously worded or vague as to its meaning, the scroll's *quest* will not enforce "damages" against a signatory who has, under any reasonable interpretation, fulfilled them. Therefore a clever signatory might be able to subvert the *quest* if he (or his attorney) can find a pretext.

If an obligation requires a signatory to complete a task that is logically or physically impossible for it to accomplish, the scroll will stop enforcing that obligation by *quest* after 11 days; however, the creature might undergo significant torment in the interim as negative effects pile up for its failure to meet its obligations. Wise signatories will carefully inspect the scroll immediately prior to signing to ensure that the opposing party has no available loopholes!

If an obligation was limited to a term of some time, or was terminated by some stipulated condition, the scroll will stop enforcing that obligation by *quest* when the term expires or condition is met. Note that the death of a signatory does not necessarily stop the enforcement of an obligation, unless the obligation was stipulated in writing to end upon the death of that signatory.

The scroll's *quest* cannot be **dispelled**, but can be **lifted** by a 12th level or higher spellcaster, or ended by a *miracle* or a *wish*. The entire *quest* is also instantly voided for both parties if the scroll is destroyed. Within the Auran Empire, the use of a **scroll of pledges** by important signatories is typically overseen by a Prelate of Türas, and the completed scroll safeguarded by the Templars at the Temple of Justice, so that neither signatory can easily renege on their promises.

Scroll of Ward-Runes

Base Cost 1,500gp: Single charge *Rune of Warding* 3rd level esoteric effect. Apparent Value 150gp.

This scroll is typically found wrapped around an iron spike or large nail. The letters of its script are scribed in bold red ink, easily legible from a distance, and do not fade until the scroll is triggered. When nailed to a door, over an archway, or otherwise overseeing a passage or portal, the scroll becomes effective as a *rune of warding*. Its password is verbally set by the person who places it, with his movement in the round prior to its activation defining the bounds of the warded area, up to 100 square feet in total. If set by a person unable to cast spells, the rune will always be configured as a blast rune dealing 🔥 damage, but a spellcaster using the scroll can configure it as a spell rune by casting a blast, death, enchantment, reversed healing, or transmogrification spell as he places it. The rune will be triggered by any unauthorized attempt to enter into the warded area, as well as by any attempt to destroy or remove the paper and/or nail. While *rune of warding* spells are often difficult to spot, these scrolls are typically placed where they will be clearly visible, serving more as dangerous warnings to trespassers than as traps.

Spell Level by Total Spell Levels Remaining on Scroll

Roll 1d100	6+	Roll 1d100	5	Roll 1d100	4	Roll 1d100	3	Roll 1d100	2	Roll 1d100	1
01-25	1	01-25	1	01-25	1	01-33	1	01-50	1	01-100	1
26-50	2	26-50	2	26-50	2	34-66	2	51-100	2	-	-
51-70	3	51-75	3	51-75	3	67-100	3	-	-	-	-
71-85	4	76-90	4	76-100	4	-	-	-	-	-	-
86-95	5	91-100	5	-	-	-	-	-	-	-	-
96-100	6	-	-	-	-	-	-	-	-	-	-

Spell Scroll

Base Cost: 500gp per spell level. Apparent Value 150gp.

A spell scroll will be found with a total number of spell levels on it equal to the amount noted on the treasure table entry. Spell scrolls are split between arcane and divine, containing spells from the corresponding spell list. A character must have a spell on their class spell list in order to cast it from a scroll, but does not have to have it in their repertoire, nor be high enough level to cast it normally. A spell's magical sigils vanish from the scroll when it is used.

When determining the contents of a spell scroll, first determine if it is an Arcane or Divine spell scroll, with even chance for each. Next, roll on the Spell Level by Total Spell Levels Remaining on Scroll table to determine the levels of the spells it contains, rolling as many times as needed and changing columns as appropriate. After determining the levels of the spells on the scroll, choose or roll for each spell on the appropriate spell repertoire list (see ***ACKS II Revised Rulebook*** Chapter 5: Spells). For a divine scroll the Judge can either choose a single divine class to represent the creator of the scroll, or roll on the overall Divine Spell List; unusual combinations resulting from the latter option can be assumed to be the product of a syncretic or unknown sect. Individual spells on a scroll can still be used by any divine caster who has them in their class repertoire regardless of the scroll's other contents.

EXAMPLE: The Judge is placing a rare scroll of 20 spell levels. He first rolls a 74 on the Scroll Languages table, resulting in a scroll written in Elvish. He flips a coin and determines it is an arcane scroll. Now he must determine the individual spells on the scroll. Since there are 6+ spell levels on the scroll, he rolls on that column initially. A result of 76 indicates a 4th level spell, and 16 spell levels remaining. On the same column, a result of 87 indicates a 5th level spell, and 11 spell levels remaining. On the same column, a result of 98 indicates a 6th level spell, and 5 spell levels remaining. He now switches to the 5 column and rolls again. A roll of 58 indicates a 3rd level spell, and 2 spell levels remaining. He now switches to the 2 column and rolls again. A result of 55 indicates a 2nd level spell, with no spell levels remaining. The scroll contains spells of the following levels: one 6th, one 5th, one 4th, one 3rd, and one 2nd. The Judge rolls on the arcane spell list. After the first two rolls result in *necromantic invulnerability* and *rouse the fallen* he decides the other spells should follow this theme, and selects *animate undead*, *strengthen the unliving*, and *necromantic potence* as the remaining spells.

Spell Scroll (Ritual)

Base Cost: 50,000gp per charge of 7th level ritual effect; 100,000gp per charge of 8th level ritual effect; 200,000gp per charge of 9th level ritual effect. Apparent Value 150gp.

A ritual spell scroll contains power far beyond what even the mightiest mortal mage or crusader might spontaneously cast. It is created over days, weeks, or even months by a powerful spellcaster, and functions as a consumable item that allows the casting of a ritual spell without preparation or expenditure of resources. A ritual spell scroll is used in the same manner as a standard spell scroll, and may be utilized by a spellcaster of the appropriate type (arcane or divine). Ritual spell scrolls, like standard scrolls, have an equal chance of being arcane or divine in origin. The Judge may select a ritual spell from those listed in the ***ACKS II Revised Rulebook*** (p. 398), or devise a new one. If the scroll bears multiple charges, all charges must be of the same ritual spell.

Treasure Map

Base Cost: n/a. Apparent Value 150gp.

A treasure map leads to a hoard of the amount indicated. The Judge should determine the map's destination and specifics based on this amount; for example, a map leading to a hoard of Treasure Type Q might lead to the lair of a Mummy Lord (a monster with Treasure Type Q). The detail given on the treasure itself can range from a general estimate of total value, to a detailed accounting with identification of and command words for magic items. All treasure maps will lead to the general vicinity of the treasure, though this might vary from leading to another room in the dungeon in which the map is found, to pointing the way to a small valley many leagues away in which the entrance to a lair is located. Beyond this the information contained in a map will vary, with some including a detailed map of the destination structure, locations of secret doors or traps, descriptions of guardians, passwords, or other clues. A treasure map may utilize unusual languages, codes, or hidden notes to keep some or all of its information safe, which must first be deciphered in order to use it. The Judge can choose to develop the map based on treasure or lairs already placed in their region, or roll on the Treasure Map Contents and Clue Specifics tables to randomly generate a map.

Treasure Map Contents

d6	Location	# of Clues
1	Adjacent	0
2	Nearby	1
3	Nearby	1
4	Distant	2
5	Distant	2
6	Very distant	3

CLUE SPECIFICS

D6	DETAIL	CONTENT	OBSCURITY
1	Brief	Local map of site or surrounding area	Obvious
2	Brief	Monsters present at or near hoard	Obvious
3	Moderate	Traps/hazards other than monsters	Coded
4	Moderate	Secret passages or doors	Coded
5	Detailed	Further details about treasure	Coded
6	Very detailed	Further details about treasure	Concealed

If randomly generating a map, the Judge should roll a d6 twice on the Treasure Map Contents table to determine the general distance to the hoard and the number of clues the map contains. Distances rolled are broad and should be considered in light of the size of the hoard; a small adjacent hoard might be only a few rooms from where the map was found in a dungeon, whereas a large hoard might be at the bottom level; similarly, a result of "very distant" might vary from being hundreds of miles away to being on the far end of the world.

For each clue, roll 1d6 three times on the Clue Specifics table to determine how detailed the clue is, what type of information it provides, and how apparent it is. For example, a brief obvious clue about monsters might simply be a basic note saying "beware the demon"; a very detailed concealed clue might detail the presence of a bound wyverine hellion named Bakl with magic resistance and a poisonous bite who will appear once the treasure is touched, in ink only visible while the map is gently heated. A local map might show the area around a distant lair or dungeon, an interior floor map of a lair or portion of a dungeon, or diagrams of noteworthy rooms. A brief mention of secret ways and traps might represent cryptic suspicions about a possible trapdoor; moderate to detailed knowledge might grant precise knowledge of mechanisms and destinations; while very detailed might provide passwords, keys, or other special means to access or bypass them. All maps should include at least the general value of the hoard; a brief treasure clue can further detail the rough volume and kind of goods present while a very detailed clue can give a full inventory, including the nature of any magic items involved and their method of activation. For coded or concealed clues the Judge can devise each clue's ciphering or masking himself, or roll on the Clue Code and Clue Concealment tables, respectively.

CLUE CONCEALMENT

D20	TYPE	OBSCURITY
1	Map Segments	The map is divided into segments which must be overlaid or arranged in just the right manner to reveal the clue (typically not the same way the map is normally viewed).
2	Folding or Rolling	Folding or rolling the map in just the right manner lines up parts of the clue to make it apparent.
3	Anamorphic View	Viewing the map from a certain unnatural angle allows the clue to be discovered.
4	Minute Detail	The clue is hidden within tiny details in the landscape, visible with a successful Searching throw or by use of magnified vision (such as a **visor of the eagle**).
5	Hidden Pockets	Minute pockets embedded in the map, disguised as folds and creases, contain thin concealed notes or smaller maps.
6	Impressions	The clue is hidden within faint impressions in the map, which can be discerned by touch or a successful Searching throw, or revealed by charcoal rub.
7	Layered Detail	The clue is found in a secret second layer, revealed by removing the wax or other material forming the upper layer in the right portion(s) of the map.
8	Reflective Elements	Holding the map up to a mirrored surface makes the clue visible or apparent.
9	Reverse Illumination	Viewing the map with light shining evenly from behind or beneath it makes the clue apparent.
10	Watermarked Regions	Certain areas of the map reveal hidden details when wet.
11	Temperature Ink	Gently heating the map makes the clue change color or become visible.
12	Reactive Ink	Carefully applying wine to the map will cause the clue to appear or change color.
13	Firefly Ink	The clue can only be seen by the light of a bioluminescent creature, such as fireflies or certain moss.
14	Moon Ink	The clue is visible only under the light of a certain moon. Roll 1d10 for type of moon: 1-2, full; 3-4, gibbous; 5-6, half; 7-8, crescent; 9-10, new.
15	Lodestone Ink	Applying a lodestone close to the paper alters the ink of the clue and makes it visible.
16	Invisible Ink	The clue can only be seen by a creature able to *discern invisible*. **Dispelling** the map will destroy the clue.
17	Illusory Masking	The clue is covered by a very realistic illusion, and only creatures with the Illusion Resistance proficiency receive a throw to disbelieve it to see the clue beneath; **dust of revelation** or **dispelling** will also reveal it.
18	Activated Illusion	The clue is contained in an illusion spell that will briefly activate upon a particular trigger, such as a certain word or phrase being spoken nearby, in the same manner as the spell *auditory illusion*. Roll 1d6 for type of illusion; 1-4: visual (e.g. images or words appearing on the map); 5-6: auditory (e.g. a voice). **Dispelling** the map will destroy the clue.
19	Artwork	The clue is hidden in decorative embellishments, perhaps as a deliberately mistaken depiction, which is evident to those with related knowledge who succeed on the relevant throw. Roll 1d12 for associated proficiency: 1, Alchemy; 2, Art/Craft; 3, Collegiate Wizardry; 4, Knowledge (astrology) or Navigation; 5, Knowledge (natural philosophy) or Naturalism; 6, Labor; 7, Military Strategy; 8, Performance; 9, Profession; 10, Signaling; 11, Streetwise; 12, Theology.
20	Ashes	The clue can be found by burning the map and observing the pattern in the ashes left behind.

CLUE CODE

D20	TYPE	OBSCURITY
1	Palindromic Phrases	The clue is formed using palindromic phrases that reveal the message.
2	Pig Auran Text	The clue is encoded by moving the first letter of each word to the final position and adding a suffix.
3	Acrostic Message	The first letter of each word in some or all of the map text spells out a hidden message.
4	Clockwise Cipher	The clue requires reading the map text in a specific clockwise pattern.
5	Anagram	The letters of the clue can be rearranged to form a meaningful word or phrase.
6	Atbash Cipher	A substitution cipher where each letter is replaced with its mirror image in the alphabet (e.g., A becomes Z, B becomes Y).
7	Shifting Substitution Cipher	A substitution cipher where each letter in the text is shifted a certain number of places down or up the alphabet.
8	Affine Cipher	A substitution cipher where each letter is mapped to its numeric equivalent, encrypted using a simple mathematical function.
9	Numeric Substitution Cipher	A substitution cipher where each letter is replaced by a sequence of 5 letters.
10	Coordinate Square	A square with letters or symbols arranged in rows and columns; a pair of coordinates is used to encode a message.
11	Isopsephic Cipher	A substitution cipher assigning numerical values to letters forms a clue with their sum.
12	Scytale Cipher	A transposition cipher where the message becomes visible when wrapped around a rod of a particular diameter.
13	Grid Cipher	A substitution cipher which puts letters into grids and then uses their grid positions to create symbols denoting them.
14	Musical Cipher	A substitution cipher where the clue is represented through musical notes, which can be decoded with a successful Performance proficiency throw.
15	Nautical Flag Cipher	A substitution cipher where letters represented by nautical flags convey the coded message, which can be decoded with a successful Seafaring proficiency throw.
16	Game Cipher	A substitution cipher where the clue is represented through moves on a gameboard, which can be decoded with a successful Gambling proficiency throw.
17	Cant	A message in plain language with double meanings known to members of the criminal underworld, which can be decoded by a successful Streetwise proficiency throw.
18	Special Knowledge	A message in plain language with coded references that require specialized knowledge to parse (e.g. chapter and verse of a holy tome, a dwarven day of remembrance, etc.). Roll 1d12 for type: 1, Alchemy; 2, Art/Craft; 3, Collegiate Wizardry; 4, Knowledge (history); 5, Labor; 6-7, Profession; 8-9, Theology; 10-12, knowledge common among members of a certain race.
19	Homophonic Cipher	A substitution cipher where each letter is replaced with multiple symbols.
20	Playfair Cipher	A substitution cipher that encrypts digraphs (pairs of two letters) instead of individual letters.

EXAMPLE 1: Mandalfus obtains a map to a Treasure Type R. Rolling to generate the map, the Judge gets a result of Distant with 3 clues. The Judge decides the map leads to the lair of a monster with a type R hoard hundreds of miles away, settling on a very old red dragon who will reside in a destroyed dwarven vault. Rolling for the first clue results in a detailed, obvious clue about monsters present, and the Judge decides the map includes an image of the dragon breathing fire while flying over the vault with a note "200 BE." Thus the clue reveals the dragon's age, body type and two of its special abilities. The second clue is a brief, obvious clue about secret passages, and he decides the map will reveal the presence of a secret door into the vault, but give no further information about its location or how to open it. The last clue is a very detailed concealed clue about secret passages; he decides this will expand on the previous clue by including a key to the secret door along with exact information about how and when it can be used. Rolling on the Clue Concealment table, he gets a result of Moon Ink visible under a crescent moon. If Mandalfus uncovers the secret message, his expedition to retrieve the hoard will have less chance of ending in a fiery death.

EXAMPLE 2: Viggo finds a map to a Treasure Type B while in a dungeon. The Judge rolls to generate the map and gets a result of Adjacent with 1 clue. Rolling for the clue results in a moderate coded clue about traps. The Judge checks his dungeon notes and decides the map points to a statue elsewhere on the level with 500gp of gems cached inside along with a poison gas trap. Viggo is unable to decipher the clue but proceeds to the room anyways, deduces the treasure's hiding spot, and smugly smashes apart the statue to claim his prize. As a toxic cloud surrounds him, Viggo wonders where it all went wrong…

If characters wish to buy or sell a treasure map, the price will vary considerably based on the usefulness of the map's clues, the expected difficulty of obtaining the treasure based on distance and any known hazards or guardians, the presence of a particularly desirable artifact in the hoard, and many other possible factors. In general, a typical price for a "useful" map is approximately one-quarter of the hoard's expected total value of mundane and magic treasure. However, a map with multiple copies in circulation is considered nearly worthless by most prospective NPC buyers. Prior to buying a map, NPCs will typically demand proof via magic or other means that the map is unique, authentic, and that its treasure has not already been plundered. An unidentified or undeciphered treasure map has an apparent value of 150gp.

IMPLEMENTS

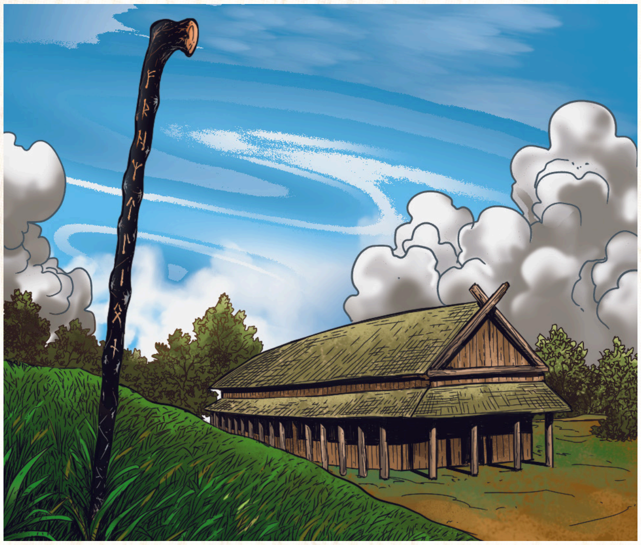
An Implement is a cylindrical magic item containing charges of one or more spells, typically made to be used by a spellcaster. Implements consist of rods, staffs, and wands. Physically, these three types of magic items differ primarily in size. Wands are small and thin, being about 18" in length and only 1/4" to 1/2" in diameter. Staffs are much larger, being 6' in length and up to 2" in diameter. Rods are somewhere in-between these two kinds of items, being about 3' in length and 1/2" to 1" in diameter. Wands weigh 1/6 st, rods weigh 3/6 st, and staffs each weigh 1 st.

Rods are sometimes usable by any class, but many are restricted to use by certain classes only. Wands are only usable by arcane spellcasters such as mages or elven spellswords. Staffs are usable by either arcane or divine spellcasters, depending on the kind of staff.

Each of these magic items generally uses a **charge** when its effect is triggered, and each item has a limited number of charges. A wand can be made with between 10 to 20 charges and is found with 2d10 remaining. A rod can be created with between 6 to 12 charges, and is found with 2d6 remaining. A staff can be made with between 15 to 30 charges and is found with 3d10 charges.

Spells from a wand function at +1 caster level higher than the minimum required to cast them, spells from a rod at +2 caster levels higher, and spells from a staff at +3 caster levels higher. Some items listed in this section due to their physical similarity do not follow the above rules (e.g. **staff of the healer**, all ritual implements); as they are not true implements, they do not gain the bonus to caster level.

Any time a spell cast from an implement would trigger a Spells saving throw, the target makes an Implements saving throw instead. Paralysis, Death, or Blast saving throws are not replaced by Implements saving throws, however.



Curse Pole

Base Cost 22,500gp: Choice of 1/day *Bestow Curse* 3rd level effect or 3rd level esoteric effect = effective 4.5th level effect. Apparent Value 50gp.

This 8' blackthorn pole is carved with Old Jutlandic runes spelling out dozens of names. Once per day the wielder can curse a victim within 45' by pointing the pole at it and uttering the desired affliction. The victim must immediately succeed on an Implements saving throw or become **cursed**, as the spell *bestow curse*. Alternatively, the wielder can curse the victim by carving the victim's name into the pole and setting it upright into the ground outside the victim's residence. The pole can be hidden or disguised by mundane or magic means once placed, but must be raised at a position within 45' of the entrance with a clear line of sight to it. One turn after the pole is placed, the victim must succeed on an Implements saving throw or become **cursed**. If successfully **cursed** in this way, the effect persists until the pole is extricated or the victim changes residence; it otherwise can only be removed by ritual magic.

Hellfire Wand of Zahar

Base Cost 75,000gp: 20 charges choice of *Conflagration* 6th level effect or recharge 3rd level effect = effective 7.5th level effect. Apparent Value 2,500gp.

This smooth golden wand is topped with a fire opal. Hellfire wands were utilized in the closing days of the Empyrean War by desperate sorcerers of Zahar against the advancing armies of Aura, and it is said their use was what turned swathes of the fertile southlands into the Waste. When outdoors, the wielder can expend a charge to produce a *conflagration* 60' in diameter and 10' tall, dealing 2d6+2 🔥 damage to all within the area, or half that with a successful Blast saving throw. As with the spell, a successful attack throw is required to target the *conflagration* on the desired point. If the throw fails, the *conflagration* scatters 1d3 × 60' in a random clock direction. If it fails with an unmodified 1, the *conflagration* is centered upon the wielder. Even if the bearer is destroyed by his own *conflagration*, the wand itself will always survive the misfire. The wand can be recharged only in the Sphere of Elemental Fire, regaining one charge per day spent there in Zaharan hands or one charge per month spent there in the hands of any other mortal.

Lightning Rod

Base Cost 53,000gp: Permanent (1/hour) 6th level effect 72,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 500gp.

This 4' rod was enchanted from the royal scepter of a titan king. Made of solid copper, the rod is roughly 1" across and weighs a full stone. When held, the rod renders its bearer and all those within 15' **resistant** to mundane and extraordinary electrical damage, as the spell *energy protection* but affecting all those in its area. The voice of the person holding or carrying the rod booms like rolling thunder. He cannot whisper; if he casts a spell it is like a loud shout unless he possesses the Quiet Magic proficiency, in which case he can lower his voice to normal speaking volume.

Madness Stick

Base Cost 82,500gp: 1/turn *Madness of Crowds* 6th level effect 99,000gp; 1/turn drawback 1st level effect -16,500gp. Apparent Value 60gp.

This 2' long blackthorn stick is carved with depictions of wildly dancing figures, each filled with dark red paint then lacquered over. Once per turn, by pointing the stick at a point within 240' and speaking its command in Old Kushtun, the wielder will cause any living humanoids within 30' of that point who have fewer than 5 HD to go **mad** for 1 turn, as the spell *madness of crowds*. Targets who have 2 HD or more can avoid the effect with a successful Implements saving throw. Each time he uses the stick, the wielder must also succeed on an Implements saving throw or join in the **madness** for the turn it lasts, regardless of his own HD.

Master Control Rod

Base Cost 99,000gp: 1/turn 6th level effect. Apparent Value 3,000gp.

This 3'-long rod is made of a strange dense silvery-white metal covered in hair-thin lines of inlaid gold and platinum, which terminate at a circle the size of a man's thumb resting 6" from the base. If the wielder points the rod at a **golem**, **animated statue**, or other magical construct within 240' and presses the circle, the rod will release a thin bolt of green light at the target, **dominating** it if it fails an Implements saving throw. The dominated construct will obey the bearer's mental orders, with the effect lasting until the wielder stops concentrating on the effect, is no longer within 240' of the construct, or the effect is **dispelled**. After being used the rod slowly regains the energy expended, once again glowing at the touch with a bolt of light ready to be discharged after 1 turn has passed.

The first rod of this kind was created by the Tirenean mage Omus the Ill-Tempered to seize control of the fabled Colossus of Corcano. Omus succeeded in dominating the enormous bronze statue, and set it to march on his enemies. With Corcano's ancient guardian at his command and his magic turning aside stones and darts, none dared bar the mage's way as he advanced, until a street dog began begging for a scrap of food. Angered, Omus kicked the dog. This sudden violent act broke his concentration, and the great Colossus crushed him under foot in turn before returning to its post. It is unknown whether Omus's device survived, or whether it was later recreated from schematics secured by an apprentice. What is known is that in the aftermath of this event the isle of Corcano gained a second bronze guardian, lesser in stature and magic but no less beloved by the isle's inhabitants, with offerings of food left with the Cur of Corcano to this day.

Rod of Cataclysm

Base Cost 1,200,000gp: 6 charges *Cataclysm* 9th level ritual effect. Apparent Value 500gp

Imperial history exists in the aftermath of the Day Without Night, an apocalyptic event in which all prior history was reduced to ash and scattered to the wind. Sages of ancient history speculate whether the Day Without Night might have been brought about by the **rod of cataclysm** or similar artifacts; one legend describes such devices as the vast branches of a dark forest, seeded to end the world by an evil too great to look upon. Most agree this is a poetic turn invoking the rod's age and calamitous power, as the cost to craft the rod would cause even an emperor to blanche, to say nothing of the dire notion of more than one such artifact existing. The rod is made of solid metal, a dense and dull platinum-like surface inlaid with a harder steel-grey. It is inscribed with abstract circles and portions thereof; despite appearing in no known languages, they impart a message of danger to any sentient creature seeing them. By tracing the entirety of the rod's inscriptions, its wielder will invoke the ritual spell *cataclysm*. Unless the *cataclysm* is prevented by a *wish* or *miracle* or by the rod's destruction, it will bring tremendous destruction against the targeted domain one week later. Along with its normal restrictions, the rod cannot be used against a domain with a ruler faithful to the Chthonic gods. The rod is found with 1d6 of its original six ruinous charges remaining.

Rod of Elemental Spheres

Base Cost 40,000gp: 1/day *Circling Winds* 2nd level effect 10,000gp; 3 1/day 2nd level effects 10,000gp each. Apparent Value 700gp.

This enchanted rod is made of four intertwined materials – narwhal horn, sandstone, sky-iron, and obsidian – and topped by a glass sphere, within which swirls motes of water, earth, air, and fire. The rod has four powers, one per element, with each power usable once per day by an arcane caster.

Water: The wielder conjures a sphere of water 20' in diameter anywhere within a range of 120', lasting as long as the wielder maintains concentration. The sphere may be evoked atop objects or creatures if desired. Any creature that begins its initiative in, or enters, the area of effect must make a Paralysis saving throw. If the save fails, the creature begins **drowning**, becoming **vulnerable** and unable to take any actions, and will die after 5 + CON modifier rounds if not rescued. If the save succeeds, or if the creature is **immune** to drowning, the creature is forced out of the sphere by the shortest available path. A creature forced out of the watery sphere may carry a drowning ally of the same or smaller size with it as it departs if it succeeds on a Dungeonbashing throw. Line of sight can be traced into, but not through, the water sphere.

Earth: The wielder conjures a sphere of rock, a massive boulder 5' in diameter. The boulder appears next to the wielder and immediately starts rolling away from him, moving 20' away in a direction of his choice. Each subsequent round, at the start of the wielder's initiative for as long as he concentrates, the boulder moves another 20' away. Any creature in the boulder's path suffers 2d6 🔨 damage and is knocked **prone**, with a successful Blast saving throw preventing the knockdown and half the damage.

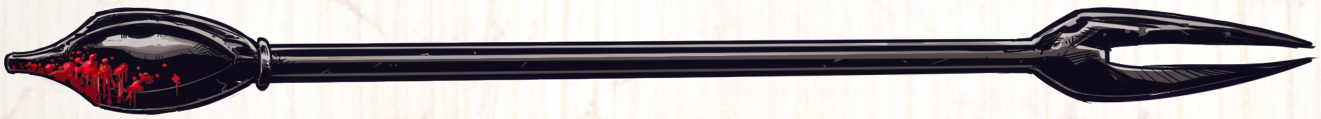
Air: A sphere of howling wind surrounds the wielder to a 10' radius for as long as he maintains stationary concentration, dealing damage and forcing back those that come too close while deflecting all non-magical missile attacks, as the spell *circling winds*.

Fire: The wielder conjures a sphere of fiery plasma 10' in diameter anywhere within a range of 30', lasting as long as the wielder maintains concentration. The sphere may be evoked atop objects or creatures if desired. Each round on his initiative as an action in lieu of attacking, the caster may move the fiery sphere up to 20' in any direction. Any creature that the fiery sphere touches takes 2d4 🔥 damage, or half that on a successful Blast saving throw.

Rod of Eternal Torture

Base Cost 36,000gp: 12 charges *Disfigure Body and Soul* 6th level effect. Apparent Value 35gp.

This black iron rod is topped with a blood-stained bulbous tip and capped with a forked spike. Select servants of the sorcerer-kings of Zahar carried such dread devices to wrack the bodies and spirits of their foes, letting their lasting torment serve as a warning to any who might defy them. Any spellcaster can activate the rod by speaking the word "suffer" in Ancient Zaharan, to expend a charge to target a creature within 45' with the *disfigure body and soul* spell. Only the magic of a creature with a caster level of 14 or higher can reverse the rod's terrible effects.



Rod of Flashing

Base Cost 6,000gp: 12 charges *Blinding Flash* 1st level effect. Apparent Value 30gp.

This rod is made of a light black metal, checkered at its midpoint and tapering out at its end to frame a glass disc. An arcane caster can press his thumb to a point below the taper to cause the rod to emit a *blinding flash* at a point within 90'. Each creature within 10' of the *blinding flash* must succeed on Blast saving throws or suffer 1d6 🔥 damage and be **blinded** until the end of its next initiative.

Rod of Force

Base Cost 55,500gp: 12 charges choice of *Wall of Force* 6th level effect, *Telekinesis* 5th level effect, or *Force of Impetus* 3rd level effect = effective 9.25th level effect. Apparent Value 300gp.

This black mulberry wand has a silver cap at each end, a line of the metal making its winding, angular way from end to end. An arcane caster can expend a charge to fling objects as the spell *force of impetus*, manipulate varied objects for 11 turns as the spell *telekinesis*, or create an invisible, impenetrable barrier as the spell *wall of force*.

Rod of Nullification

Base Cost 100,000gp: Single charge *Cancellation* 8th level ritual effect. Apparent Value 2,000gp.

This 2' long ivory rod is tipped with a silver cap engraved with a broken circle. When the wielder speaks the rod's command word, the rod will instantly and permanently remove all powers from a magic item with a base cost of up to 200,000gp which is touched to the cap, with no saving throw permitted. Using the rod on an item held or worn by an unwilling target requires a successful attack throw against the target. The rod can only be used once, and its charge is wasted if used in an unsuccessful attack.

Rod of Resurrection

Base Cost 700,000gp: 7 charges *Resurrection* 8th level ritual effect. Apparent Value 7,000gp.

This 3' long septagonal rod is composed of unblemished platinum. On each of its seven sides is a prayer, the text flawlessly engraved and inlaid with gold, asking one of the seven Empyrean gods to miraculously restore a worthy person to life. By reciting the prayer while touching the rod to the remains of a deceased creature, a divine spellcaster can instantly resurrect the creature, as the ritual spell *resurrection*. The rod can be used a total of seven times, once per each prayer. Each *resurrection* is tied to a particular god and is best used on one of that god's true believers, or at least a person who exemplified the qualities they most favor. The rod will still resurrect a less worthy recipient, but (at the Judge's discretion) the beneficiary of the *resurrection* might be required to undertake a *quest* on behalf of the god in question in exchange for his life. The exact history of the rod's prior use is uncertain, as the difference between *resurrection* and lesser magic is often only known to the newly-risen man who struggles with the after-effects of escaping death's grasp. The rod is found with 1d6+1 charges remaining; it is left to the Judge's discretion to determine which gods are associated with the remaining charges.

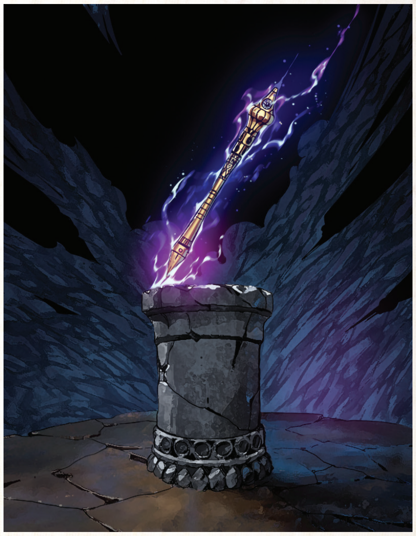
Rod of Rumination

Base Cost 30,000gp: 12 charges 5th level effect. Apparent Value 30gp.

This 3' acacia rod is carved at its crown with a circle of nine five-pointed stars. An arcane caster can expend a charge to transform up to 11 living creatures of man size or smaller within 90'. Each creature targeted must make a successful Implements saving throw or be transformed into the wielder's choice of a cow, goat, or other ruminant. A transformed creature retains its prior hit point totals but otherwise assumes all of the mental and physical characteristics of its new form. The effect persists for 11 turns or until **dispelled**.

Rod of the Night Sky

Base Cost 60,000gp: 1/day combined 12 levels of effect. Apparent Value 1,100gp.



This strange 2' rod of matte black metal is covered with an array of sparkling dials and switches. Just as the stars move across the heavens, the rod's powers change with every month of the year. Each month the rod offers its user a different set of three powers, each of which can be used once per day with a spoken command. In order for the rod to function, its dials and switches must be rotated to correctly match the configuration of the constellation currently within the zodiac, which requires 1 turn and a successful Knowledge (astrology) proficiency throw. Once properly configured, the **rod of the night sky** can be used by any spellcaster. (If the Judge wishes to substitute zodiac signs of his own design in lieu of those listed below, each zodiac sign should have three powers, totaling 12 levels of spells. E.g. one 6th, one 4th, and one 2nd level power, or two 5th and one 2nd, etc.)

Zodiac	Powers
The Empress	*enslave humanoid, inspire horror, dominate humanoid*
The Cowl	*necromantic invulnerability, animate undead, deathless minion*
The Eye	*contact other sphere, scry, incite madness*
The Manticore	*banner of invincibility, winged flight, striking*
The Scorpion	*summon insect plague, poison, beast growth*
The Naga	*weakness of mind, bewitch monster, bewitch crowd*
The Prince	*soul eating, life transfer, word of command*
The Wolf	*lay of the land, mass lightless vision, call of the wolf pack*
The Kraken	*capsizing wave, iron maiden, water breathing*
The Egg	*depetrification, repair disfigurement & disability, cure moderate injury*
The Thunderbolt	*control weather, lightning strike, thunderbolt*
The Void	*disintegration, summon shadow, dark whisper*

This is truth: That all is governed by the movements of the stars, which are eternal and unchanging. That the light of the stars is hidden by the false light of the winged sun is the first of its blasphemies.

Testament of Meshenna (3rd Testament)

Rod of Unstoppable Force

Base Cost 36,000gp: 12 charges 6th level effect. Apparent Value 800gp.

This rod is made of cypress, with alternating black and white pearls forming a ring around its top, its sides carved and gilded with the arcane glyphs of Ancient Celdorea. A spellcaster can activate the rod by speaking its command word ("cease" in Ancient Celdorean), expending a charge and causing it to emit an orb of swirling grey lights that travel up to 180' to a target point before exploding in a 10' diameter sphere. Each creature within the area of effect suffers 13d8 ▼ damage, or half that with a successful Blast save. This damage completely ignores any and all protection spells and spell-like effects, from *spellward* to *anti-magic sphere* to *blast ward*. Only a creature with Magic Resistance, or one **resistant** or **immune** to extraordinary arcane damage from a permanent item or special ability, has any protection against the blast.

According to *The Codex of Warding*, the first rod of this kind was crafted by the archmage Maranie to slay her rival, a tyrannical sorcerer said to be protected by every arcane spell known to man or elf. However, before Maranie could employ her devastating new arcane weaponry, her nemesis perished – from choking to death on an olive pit. The rod is found with 1d12 charges remaining.

Scorched Staff

Base Cost 88,750gp: 30 Charges choice of *Fireball* 3rd level effect, *Thunderbolt* 3rd level effect, or recharge 3rd level effect = effective 5.25th level effect 78,750gp; 1/day 3rd level effect 15,000gp; 1/day drawback 1st level effect -5,000gp. Apparent Value 20gp.

This blackened staff is carved from lightning-struck oak. By pointing the staff and speaking the appropriate command word, an arcane spellcaster can expend a charge to produce his choice of a *fireball* or *thunderbolt*, as the spell. Once per day, by raising the staff high while thrice repeating the appropriate command word, the wielder can focus the staff's magic on either the element of fire or air. When focused on fire, the staff can produce *fireballs* that deal +1 damage per die (8d6+8 damage total) and impose a -2 penalty on Blast saves, but cannot produce *thunderbolts*. When focused on air, the staff can produce *thunderbolts* that deal +1 damage per die (8d6+8 damage total) and impose a -2 penalty on Blast saves, but cannot produce *fireballs*. The staff remains focused for 1 day.

The staff is found with 3d10 charges, but can be recharged. To recharge it, the wielder must point the staff at the tallest tree within 6 miles and speak both command words at once. Lightning will immediately strike the wielder, scarring him while restoring a charge to the staff. Casters of 9th level or higher will receive minor scarring (three minor scars become notable); casters of 5th through 8th levels will receive notable scarring (-2 to throws to impersonate others, three notable scars become gruesome); and casters of less than 5th level, or non-casters with the Arcane Dabbling proficiency, will receive gruesome scarring (impossible to impersonate another; +1 to intimidate rolls; -2 to all other reaction rolls). If a character who already has gruesome scarring is scarred by the staff again, he must succeed on a Death saving throw or immediately die, his body **disintegrating** to ash. Scars gained by recharging the staff can only be removed by ritual magic such as *regeneration*, *resurrection*, *wish*, or *miracle*. A wielder who is resistant or immune to electrical damage cannot be scarred by or recharge the staff.

Staff of Battle Magic

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 350gp.

This black-stained oak staff is adorned with gold studs, carefully set at intervals to rest precisely between the fingers of its bearer. The bearer gains a +1 initiative bonus when casting spells, and his attack throws when casting spells are determined using the fighter progression. If he already uses the fighter progression, he gains a +1 bonus to his attack throw, as the Battle Magic proficiency. If the staff bearer already has the Battle Magic proficiency, he instead gains an additional +1 bonus to initiative when casting spells.

Staff of Borrowed Heartbeats

Base Cost 45,000gp: 30 charges *Cure Critical Injury* 5th level effect 75,000gp; 30 charges drawback 2nd level effect -30,000gp. Apparent Value 250gp.

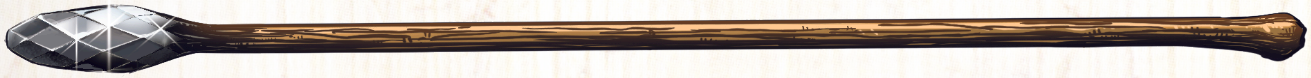
This boxwood staff is stained deep red and adorned by two rings of embedded shark teeth circling its head. When wielded by a divine spellcaster, the staff can deliver powerful healing magic to those in need, but at grave long-term cost. By speaking the command word while touching the staff to a living creature, the wielder can heal the creature touched of 4d6+12 damage. After being healed, the creature must make a Death saving throw. If the save succeeds, there is no other effect. If the save fails, the creature permanently reduces its maximum hit points by 1d3. Maximum hit points lost to the staff might eventually be recovered if the creature advances in level or Hit Die (depending on hp rolls) but otherwise can only be recovered by ritual magic.

If the creature touched is **paralyzed**, the wielder can choose to cure its paralysis in lieu of healing any damage, but the target still risks having its maximum hit points reduced. If the creature touched is undead, the staff deals 4d6+12 ☠ damage to it instead of healing it. Being damaged by the staff does not, however, cause the undead to reduce its maximum hit points. Touching unwilling creatures with the staff requires a successful attack throw. Each use of the staff, including those that miss an unwilling target, requires one charge. When its last charge is expended, the staff withers and rots into dust.

Staff of Brilliance

Base Cost 7,500gp: 30 charges *Illumination* 1st level effect 15,000gp; 30 charges drawback 1st level effect -15,000 to max half cost = -7,500gp. Apparent Value 60gp.

The head of this oak staff glitters with small silver panels, layered and angled so that any light that shines on it is reflected in countless directions. A caster can expend a charge to create a sphere of light at a point or object within 180', shedding bright light to a 15' radius and dim light to a 30' radius, as the spell *illumination*. Upon using this power, the wielder must make an Implements saving throw. If the save succeeds, the wielder's pupils dilate momentarily from bright light but he suffers no other ill effect. If the save fails, the wielder is **blinded** until the *illumination* is **dispelled** or expires. The blindness can be **dispelled** or treated by a *cure blindness* spell, but removing the blindness also removes the ongoing *illumination*.



Staff of Calling

Base Cost 60,000gp: 30 charges choice of *Call of the Great Cats* (5/2 =) 2.5th level effect, *Call of the Galloping Herd* (4/2) = 2nd level effect, or *Call of the Wolf Pack* 2nd level effect = effective 4th level effect. Apparent Value 150gp.

The head of this rowan staff is decorated with inlaid pieces of polished bone set to resemble the footprints of various animals. By chanting wolf-like barks for 1 turn, a divine caster can expend a charge from the staff to call a trio of **wolves** to his aid, as the spell *call of the wolf pack*. By murmuring feline purrs or equine whinnies for 1 turn, a divine caster can expend two charges to call several **large cats** or **equines**, as the spells *call of the great cats* or *call of the galloping herd*. Any animals called by the staff take the usual time to arrive (as per the particular spell and the terrain the staff is used in); upon their arrival, the animals understand the user's speech and serve him loyally for 1 day. Each of the staff's three spells can be used at most once per day.

Staff of Corrosion

Base Cost 95,000gp: Staff +1 5,000gp; 30 charges 6th level effect 90,000gp. Apparent Value 651gp.

This oaken **staff +1** is painted with thousands of tiny rust-red dots, sparse at its head but gradually increasing to an almost-solid multitude at its base. An arcane caster can expend a charge to empower the staff with the rustbeast's ability to **destroy metal** for 1 turn. When wielded as a weapon with this power active, it ignores the target's AC from armor, but not AC from DEX, magic items, natural armor, or spells; a successful attack throw destroys a fraction of the metal on the target as a rustbeast rather than dealing damage. Magical metal items resist the effect on a successful Death saving throw. Any rings, gauntlets, or similar on the wielder's hands are destroyed when the staff is activated.

The design of this staff dates to the Bitter War. The first **staff of corrosion** was used by the famed elven nightblade Euni the Fox to silently ruin three entire battalions of encamped dwarven automatons in a single night, thereby single-handedly forcing the withdrawal of a major dwarven force. The fate of Euni's staff is unknown, but the formula for its creation remained in elven hands, and several others of its kind have been created in the centuries since.

Staff of Deep Earth

Base Cost 182,125gp: Permanent (turn/level) 1st level effect 19,000gp; 30 charges choice of *Earth's Movement* 6th level esoteric effect, *Passageway* 6th level esoteric effect, *Earth's Mire* 5th level effect, or *Earth's Hardening* 5th level effect = effective 10.875th level esoteric effect 163,125gp. Apparent Value 300gp.

This powerful staff is cut, not from a length of branch or trunk, but from the great roots of an ancient tree. The root-wood is reinforced by a thin rod of dwarf-made king's steel running down a hole carefully bored through its center. At the top of the staff the root cradles a sphere of polished marble the size of a chicken egg.

The root-wood of the staff remembers the earth. While traveling underground in caves, caverns, and rivers, the bearer may touch the staff to the ground in order to refresh his own memory: on a proficiency throw of 11+, he will know the route he took to get to his location if he carried the staff during that time, as if he possessed one rank of the Caving proficiency. (If he already has one or more ranks of the Caving proficiency, he gains a +4 bonus on the proficiency throw.)

In the hands of a caster who knows its command words, the **staff of deep earth** offers not just knowledge of the earth, but mastery over it. A spellcaster can expend a charge to cast one of the following spells: *earth's mire*, *earth's movement*, *earth's hardening*, or *passageway*. The staff retains its benefits to caving even when the charges are gone.

Staff of Domination

Base Cost 97,500gp: 30 charges choice of *Dominate Plants* 5th level effect, *Dominate Humanoid* 2nd level effect, or *Dominate Beasts* 2nd level effect = effective 6.5th level effect. Apparent Value 800gp.

This narrow staff is made of blackened iron with chain-links of hepatizon set into its length. The wielder finds himself the prospective master of every natural living creature he encounters. An arcane spellcaster can, by speaking the appropriate command word and pointing the staff at the desired target(s), control his choice of another humanoid, a number of beasts, or an area of plants, as the spells *dominate humanoid*, *dominate beasts*, or *dominate plants* respectively. Each use expends one charge from the staff.

Staff of Dominion

Base Cost 151,750gp: Staff +1 5,000gp; Permanent (1/day) 5th level esoteric effect (utter domination) 37,500gp; Permanent (turn/level) 1st level effect (leadership) 19,000gp; Permanent (turn/level) 1st level effect (perceive intentions) 19,000gp; 30 charges choice of *Dominate Plants* (5/2 =) 2.5th level, recharge 2.5th level effect, *Enslave Humanoid* (6/3 =) 2nd level, *Dominate Beasts* 2nd level effect, or *Dominate Humanoid* 2nd level effect = effective 4.75th level effect 71,250gp. Apparent Value 651gp.

Originating with the elven hierophant Draven Willwright, this **staff +1** is composed of an oak pole entirely encircled by a continuous length of tightly coiled iron chains, which neither rattle nor allow any adjustment. A spellcaster wielding the staff becomes a masterful leader of men, beast, and monster. He gains **utter domination** over his personal henchmen, who have base morale scores of +4 and do not make morale rolls upon suffering calamities. He gains the Leadership proficiency, able to retain one more henchman than his Charisma would otherwise permit, with the base morale score of any domain he rules increased by 1. Lastly, the wielder gains insight into the intentions of those who serve him. The character always know the exact reaction result (Hostile, Unfriendly, etc.) of creatures he interacts with, even if the creatures attempt to lie or conceal their reactions. Creatures with a CHA greater than the character's WIL are immune to this power (and the character will know they are immune).

The staff also contains a multitude of spells. The wielder can expend one charge to *dominate beasts* or *dominate humanoid*, as the respective spells. He can expend two charges to *dominate plants* as the spell. He can expend three charges to perpetually control a target living humanoid, as the spell *enslave humanoid*. The staff can regain charges in the hands of a capable user. When a hostile sapient creature with a higher experience level or HD than the wielder's own experience level surrenders itself to the wielder, the staff regains a charge. The staff regains an additional charge if the creature exceeds the user's experience level by three or more levels. Any single creature can only provide the staff with a single recharge, even if it gives its surrender to different wielders of the staff. Surrender compelled by spells which **bewitch**, **dominate** or **enslave** the enemy is not suitable to recharge the staff.

Staff of Elemental Air

Base Cost 153,750gp: 30 charges choices of *Control Weather* 6th level esoteric effect, *Control Winds* 5th level esoteric effect, *Summon Weather* 5th level esoteric effect, or *Cloud of Poison* 4th level effect = effective 10.25th level esoteric effect. Apparent Value 11,000gp.

Fastened from a thin length of willow, this staff is decorated with slim slivers of opal set after the shape of a roiling storm, a crystal orb in its head cradling a few flower petals in an ever-swirling wind; it serves as a reservoir of the might of the sphere of elemental air. This staff is one of the four Staffs of Elemental Power, created by elven wizards of Argollë at the height of that kingdom's might. The staff can be activated by an arcane spellcaster via command word to expend a charge and cast any one of the following spells: *control weather*, *control winds*, *summon weather*, *cloud of poison*.

Staff of Elemental Earth

Base Cost 153,750gp: 30 charges choices of *Earth's Movement* 6th level esoteric effect, *Earth's Mire* 5th level effect, *Earth's Hardening* 5th level effect, or *Earth's Tremor* 4th level effect = effective 10.25th level esoteric effect. Apparent Value 11,000gp.

Made of strong and unyielding oak, this staff is decorated with panels of precious metals set in an precise manner, a crystal orb in its head cradling an unmoving piece of polished granite; it serves as a reservoir of the might of the sphere of elemental earth. This staff is one of the four Staffs of Elemental Power, constructed by elven enchanters of Argollë at the peak of their kingdom's power. The staff can be activated by an arcane spellcaster via command word to expend a charge and cast any one of the following spells: *earth's movement*, *earth's mire*, *earth's hardening*, *earth's tremor*.

Staff of Elemental Fire

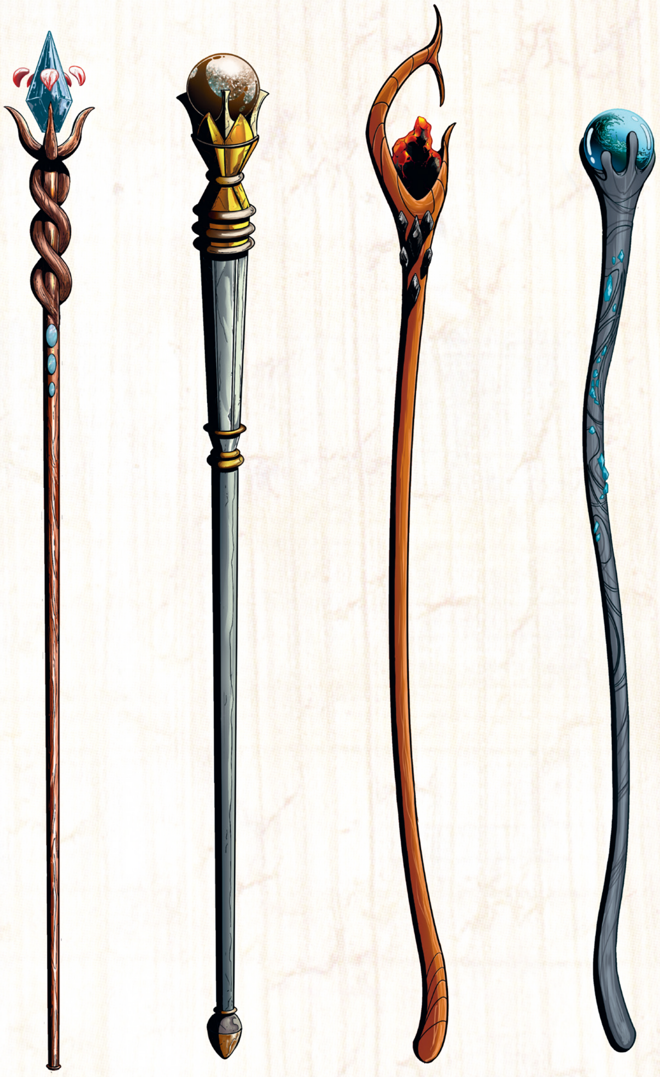
Base Cost 153,750gp: 30 charges choices of *Conflagration* 6th level effect, *Firestorm* 5th level effect, *Selective Fire* 5th level effect, or *Inferno* 4th level effect = effective 10.25th level effect. Apparent Value 11,000gp.

Formed from a limb of red ash, this staff is decorated with triangular obsidian medallions set in sharp angles, a crystal orb in its head cradling an ever-smoldering piece of coal; it serves as a reservoir of the might of the sphere of elemental fire. This staff is one of the four Staffs of Elemental Power, crafted by elven fire-mages of Argollë at the noontide of that kingdom's glory. The staff can be activated by an arcane spellcaster via command word to expend a charge and cast any one of the following spells: *conflagration*, *firestorm*, *selective fire*, *inferno*.

Staff of Elemental Water

Base Cost 153,750gp: 30 charges choices of *Level Water* 6th level esoteric effect, *Capsizing Wave* 5th level effect, *Ice Storm* 5th level effect, or *Weave Water* 4th level effect = effective 10.25th level esoteric effect. Apparent Value 11,000gp.

Made of grey wood with a slightly blue tint, the staff is decorated with small pieces of aquamarine set in flowing patterns, a crystal orb in its head cradling an ever-churning sphere of water; it serves as a reservoir of the might of the sphere of elemental water. This staff is one of the four Staffs of Elemental Power, shaped by elven elementalists of Argollë at the crest of that kingdom's expanse. The staff can be activated by an arcane spellcaster via command word to expend a charge and cast any one of the following spells: *level water*, *capsizing wave*, *ice storm*, *weave water*.



Staff of Errant Lightning

Base Cost 30,000gp: 30 charges 2nd level esoteric effect. Apparent Value 70gp.

This iron staff has a fist-sized glass globe 1' from its sharp-pointed top. Created by the mage Enlil the Evoker as part of his experimental research to more efficiently exploit the might of a storm, the staff achieved his aim – albeit with somewhat erratic results. An arcane spellcaster can expend a charge while outdoors when a thunderstorm is present to call down one *lightning strike* per turn for 6 turns, dealing 6d6 ⚡ damage in a 20' diameter circle within 480', or half that to creatures in the area who succeed on a Blast saving throw, as the spell. Unlike the spell, after designating a target point, the wielder must make an attack throw against AC 0. If the throw succeeds, the *lightning strike* is centered upon the target point. If the throw fails with an unmodified roll of 1, the *lighting strike* is centered upon the caster. On any other result, the *lightning strike* scatters by 1d3 × 60' from the target point. The Judge should roll 1d12 to determine the direction of scatter, applied as a clock direction from the target point.

Staff of Feral Forms

Base Cost 63,750gp: 30 charges choice of 3rd level effect or (5/2 =) 2.5th level effect = effective 4.25th level effect. Apparent Value 300gp.

This cherry staff is carved with a winding depiction of soldiers walking along a road; as they near the staff's head they grow progressively more bestial, with the last man covered in long hair and fur, advancing on all fours with bared teeth. An arcane caster can expend one charge from the staff to forcibly transform one man-sized living creature within 90' into an animal of the wielder's choice for 1 day. An unwilling target can resist the effect with a successful Implements saving throw.

An arcane caster can expend two charges from the staff to forcibly transform up to 12 man-sized living targets within 90' into animals for 12 turns. All of the targets transformed at one time must be transformed into the same type of animal. Each target can resist the effect with a successful Implements saving throw.

Transformed targets gain the physical attributes, capabilities, and attacks of the new form, along with the new form's mental characteristics, intelligence, behavioral traits, and mentality. The targets will have the same number of hit points they previously had, regardless of the Hit Dice of the form assumed. The targets will but dimly remember their former lives, and unless persuaded otherwise by, e.g. a character with Beast Friendship or *speak with beasts*, will simply engage in animalistic behavior appropriate to their new form until the effect ends.

Staff of Forbidden Entry

Base Cost 31,250gp: Staff +1 5,000gp; 30 charges choice of *Seal Portal* 1st level esoteric effect, *Magic Lock* (2/2 =) 1st level esoteric effect, or *Rune of Warding* (3/3 =) 1st level esoteric effect = effective 1.75th level esoteric effect 26,250gp. Apparent Value 651gp.

This black alder **staff +1** is decorated with pieces of bronze and steel cut into the shape of gems and polished so brightly as to seem to be dark orange citrines and grey spinels. When its command word is spoken, the staff may be rapped upon a chest, door, gate, portcullis, shutter, or window to seal it magically for 2d6 turns, as the spell *seal portal*. Rapping such a portal twice while whispering a password will instead consume two of the staff's charges to create a *magic lock*, as the spell. Knocking thrice with a whispered password will instead expend three charges and produce a *rune of warding*, protecting a portal, object, or area up to 200 square feet. The staff may be used by any kind of spellcaster.

Staff of Forceful Flames

Base Cost 56,250gp: 30 charges choice of *Inferno* (4/2 =) 2nd level effect, *Burning Sparks* 2nd level effect, *Fireball* (3/2 =) 1.5th level effect, *Fan of Flames* 1st level effect, or 1st level effect = effective 3.75th level effect. Apparent Value 200gp.

This ash staff has geometric patterns delicately burned into its top quarter, with sets of concentric circles radiating out from irregularly spaced points and their intersections burned deeper into the wood. An arcane caster can expend one charge from the staff to produce a *fan of flames* or *burning sparks* or two charges to produce a *fireball* or *inferno*. One charge can also be expended to augment the staff's spells with the Elementalism (fire) proficiency for 4 turns.

Staff of Grandeur

Base Cost 27,000gp: Permanent (1/hour) *Allure* 1st level effect 12,000gp; 30 charges *Angelic Choir* 1st level effect 15,000gp. Apparent Value 600gp.

This white oak staff has a silver band around its head, set with a bright blue sapphire; feathered wings are carved along its length. Its wielder cuts an impressive figure, receiving a +1 bonus on all reaction rolls to impress and intimidate those he encounters, and **bewitching** them on a total result of 12 or more, as the Mystic Aura proficiency. (If the wielder already has the Mystic Aura proficiency, he gains a further +1 bonus to reaction rolls.)

A divine spellcaster can expend a charge from the staff to produce an *angelic choir* at a location within 45'. Music befitting his stature will serenade the area for 6 turns, until he attacks or is attacked, whichever happens first. The staff continues to augment the wielder's reaction rolls even when its charges are depleted.

> *Lude ess conde / dirg ess uxta / all erín ammonarë! /*
> *Aura Aura Ium audaran!*
>
> Cyderean, *Celebration of the Unconquered Dawn*

Staff of Halting

Base Cost 55,625gp: Staff +1 5,000gp; 30 charges choice of *Petrification* (6/3 =) 2nd level effect, *Halt Humanoids* 2nd level effect, or *Halt Monsters* (4/2 =) 2nd level effect = Effective 3.5th level effect 52,500gp. Apparent Value 651gp.

The head of this petrified wood **staff +1** holds a polished piece of amber with a wasp frozen in its center. Any spellcaster can expend a charge to **paralyze** up to 1d4 living humanoids, or 2 charges to **paralyze** up to 1d4 living creatures of any type, as the spells *halt humanoid* or *halt monsters* respectively. An arcane spellcaster can expend 3 charges from the staff to **petrify** one living creature, as the spell *petrification*.

Staff of Innocence

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 60gp.

The only distinguishing feature on this gnarled oak staff is a set of Jutlandic runes carved just where a hand would typically grip it when walking. The runes are Jutlandic, a repeating pattern of symbols for trust, kindness, and foolishness. Those who meet the bearer are inclined to give him the benefit of the doubt; he may receive the latitude given to the elderly or, if younger in apparent age, be taken to be harmless if slightly dim-witted. He receives a +1 bonus on reaction rolls with guards, watchmen, and officers of the law provided his presence is not overly implausible, at the Judge's discretion. (For example, a human thief holding the staff would receive the staff's bonus when explaining away his presence in the restricted section of a human temple, but not when attempting to justify sneaking around an ogre village.) If the bearer attempts to engage in bribery, his efforts are seen as polite requests offered in conjunction with innocent gifts; he is only charged with a crime when he fails a Bribery reaction roll on a natural 2. Should he already possess the Bribery proficiency, he instead receives an additional +1 bonus on all Bribery reaction rolls, smoothly downplaying any concerns over the irregularity of his requests.

Staff of Iron Tooth and Hide

Base Cost 75,000gp: 30 charges choice of 4th level effect or *Call of the Wolf Pack* 2nd level effect = effective 5th level effect. Apparent Value 200gp.

This hornbeam staff is topped with an iron sculpture of a wolf’s head. A divine caster can expend one charge from the staff to call three **wolves** (see ***ACKS II Monstrous Manual*** p. 336) to serve as his companions for 1 day, as the spell *call of the wolf pack*. Alternatively, he can expend one charge to protect one wolf, dog, werewolf, or other canine from mundane weapons for 3 turns, as the spell *deflect ordinary weapons*.

Staff of Life’s Luster

Base Cost 45,000gp: 30 charges choice of *Turn to Dust* (5/2 =) 2.5th level effect or *Destroy Dead* 1st level effect = 3rd level effect. Apparent Value 450gp.

This finely carved oak staff is decorated with special pearls cultivated by inserting dust taken from the remains of destroyed undead into the shells of oysters immersed in holy water. A divine spellcaster can expend one charge from the staff to destroy a target inanimate skeleton or cadaver, or a target undead skeleton or zombie of less than 9 HD, within 225’ as the spell *destroy dead*. An inanimate target is automatically destroyed, while an undead target is destroyed unless it succeeds on a Death saving throw. The wielder can instead expend two charges to destroy a target undead of any type within 225’, as the spell *turn to dust*. The target undead is then destroyed unless it succeeds on a Death saving throw.

Staff of Life’s Semblance

Base Cost 90,000gp: 30 charges 6th level esoteric effect. Apparent Value 60gp.

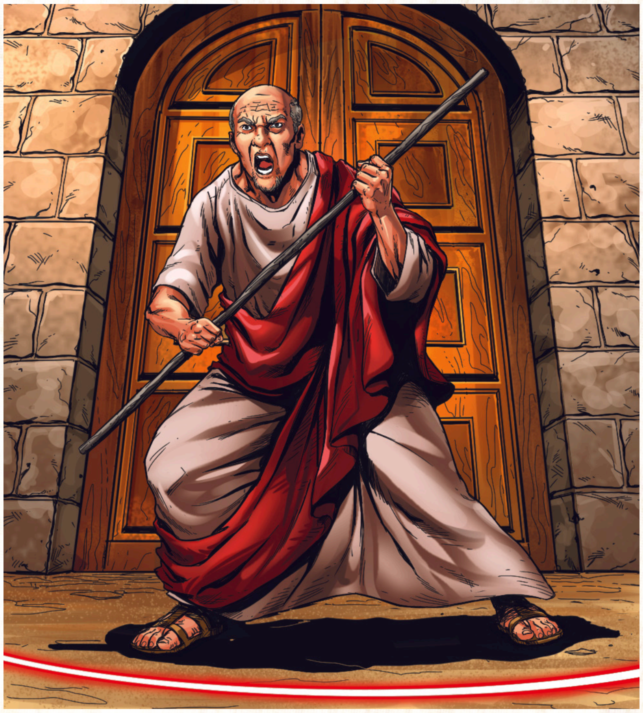
The top of this oaken staff is formed of twisted branches grown around a cracked glass orb; its shadow appears stretched and distorted, and it produces a fading echo when rapped upon the ground. A spellcaster can expend a charge from the staff with the command “rise” in Ancient Zaharan to imbue necromantic energies into a touched deceased creature that has been dead for no longer than 14 days, restoring it to a semblance of life. Creatures thus restored do not need bed rest, as the infusion of necromantic energies restores them to immediate vigor with full hit points. However, the staff does not heal any permanent wounds the creature may suffer from, so lost limbs, disfiguring scars, or other injuries remain in effect – creatures returned to life thus may well awaken as cripples. Worse is the staff’s effect on the creature’s very soul: any creature restored will automatically suffer two Tampering with Mortality side effects, one from Row 1-5 (“Great Cost”) and one from Row 11-15 (“Intense”). Roll 1d6 for each. In addition, the creature is left sterile, having no genuine vitality to pass on. The staff cannot bring back a creature that has died of old age, lost its head, or had its body cremated, nor creatures which were not truly alive such as constructs, elementals, or undead.

Staff of Line-Drawing

Base Cost 15,000gp: 30 charges 1st level effect. Apparent Value 80gp.

A spellcaster who scrapes the ground with the butt of this iron-shod staff while firmly intoning the stentorian command phrase (typically “the line must be drawn here!” or “you cannot pass!”) can produce a glowing red line up to 50’ in length which stops creatures from crossing it. The line can be drawn in any desired shape provided no point is drawn further than 30’ from the wielder, though it is most commonly drawn surrounding the wielder in a 15’ diameter circle. The line can be drawn so that it cuts across locations where creatures are already present if desired. Each line drawn expends one charge from the staff.

Any creature straddling the line when it is drawn must succeed on Paralysis saving throws or be immediately ejected onto a random side of the line. Any creature attempting to cross the line on its initiative must succeed on a Paralysis saving throw or be forced back 5’. A creature forced back from the line cannot attempt to cross again until its next initiative. Creatures capable of flying or jumping above the 10’ height of the invisible “wall” above the line can pass freely, however. The line does not block vision, light, magic, missiles, or other energy or objects, just creatures. Once drawn, the line lasts until the wielder dismisses it, it is **dispelled**, or a month has passed.



Staff of Looming Destruction

Base Cost 75,000gp: 30 charges *Conflagration* 6th level effect 90,000gp; 30 charges drawback 1st level effect -15,000gp. Apparent Value 150gp.

This staff is decorated with a large icon of a falling star at its head and a sculpted ring of men at its base, all depicted staring upwards. An arcane caster can expend a charge when outdoors to call down a 60’ diameter *conflagration* at a point within 360’. The *conflagration* deals 2d6+2 🔥 damage to all creatures within the area, or half that for those who make a successful Blast saving throw. As with the spell, an attack throw is required to target the *conflagration*, with a failed throw leading to an off-target blast that scatters by 1d3 × 60’ in a random clock direction, and an unmodified roll of 1 centering the blast on the wielder. In addition to the attack throw necessary to successfully target the *conflagration*, with each activation the wielder must also make a proficiency throw with a target of 4+, as if he were using the Arcane Dabbling proficiency to activate an item he was not qualified to use; a failure results in a disastrous misfire of the Judge’s choice. If the user was already using the Arcane Dabbling proficiency to activate the staff, the target value for his throw rises to 8+.

Staff of Mentalism

Base Cost 45,000gp: 30 charges choice of *Hypnotic Sigil* 2nd level effect, *Bewitch Crowd* (3/2 =) 1.5th level effect, or *Beguile Humanoid* 1st level effect = effective 3rd level effect. Apparent Value 300gp.

This elm staff is decorated at its head with precious stones set as "stars" above carvings of smiling faces. An arcane caster can expend one charge from the wand to **mesmerize** multiple creatures as the spell *hypnotic sigil*, or to **bewitch** one living humanoid target with fewer than 5 HD as the spell *beguile humanoid*. The wielder can expend two charges to bewitch all living humanoids with fewer than 2 HD in a 20' diameter area, as the spell *bewitch crowd*.

Staff of Mirrored Dooms

Base Cost 27,500gp: Staff +1 5,000gp; 30 charges *Bestow Curse* 3rd level effect 45,000gp; 30 charges drawback 2nd level effect -30,000 to max half cost = -22,500gp. Apparent Value 651gp.

This elm **staff +1** is capped with a small rounded piece of polished steel. A divine caster can expend one charge to **curse** a victim within 45', as the spell *bestow curse*. The victim can resist the curse with a successful Implements saving throw. If the victim is successfully cursed, the staff's wielder is cursed as well, with no saving throw permitted. The wielder can choose the curse he inflicts on his victim, but the Judge determines the curse the wielder inflicts on himself in the process.

Staff of Misdirection

Base Cost 99,750gp: Staff +1 5,000gp; Permanent (1/hour) 1st level effect (disarm penalty) 12,000gp; Permanent (turn/level) 1st level effect (quiet magic) 19,000gp; 30 charges choice of *Illusory Duplicates* 2nd level effect, *Phantasmal Figment* 2nd level effect, *Spectral Figment* (4/2 =) 2nd level effect, *Programmatic Figment* (6/3 =) 2nd level effect, 1st level attack effect (smiting), or *Wall of Smoke* 1st level effect = effective 4.25th level effect 63,750gp. Apparent Value 651gp.

This olivewood **staff +1** is painted with ribbons of bright colors along its length and topped with a mirrored dome at its head. When carried, the staff always appears to be held within the opposite hand of the one actually gripping it; the wielder gains a +4 bonus to saving throws against attempts to disarm him of, or sunder, the staff. The ostentatious nature of the staff neatly complements the manners it instills in its wielder. The wielder is brash when speaking but reserved when acting; he casts spells with minimal words and gestures, as the Quiet Magic proficiency. Any caster wielding the staff can expend a charge to produce the effects of one of the following spells: *wall of smoke*, *illusory duplicates*, or *phantasmal figment*. He can expend two charges to create a larger illusion, as the spell *spectral figment*, or three charges to create a *programmatic figment*. Lastly, should subtlety fail, he can use the staff to deal damage with the same effect as a **staff of smiting**.

Staff of Outreached Mercy

Base Cost 45,000gp: 30 charges 3rd level effect. Apparent Value 700gp.

The headpiece of this staff is cut from a single piece of white alabaster in the shape of a perched dove. The dove's eyes are set with jet, with subtly applied enamel giving it a lifelike appearance. A divine caster can expend a charge from the staff to heal a creature within 180' of 2d6 damage. The wielder can choose to cure a **paralyzed** creature of its condition rather than heal it of any damage. A successful attack throw is required to use the staff against an unwilling target, such as an undead creature that would be harmed by healing magic.

Staff of Reclamation

Base Cost 68,125gp: Staff +1/+3 20,000gp; 30 charges choice of *True Seeing* (5/3 =) 1.67th level esoteric effect, *Discern Magic* 1st level effect, 1st level effect, 1st level effect, *Halt Humanoids* (2/2 =) 1st level effect, *Locate Object* (2/2 =) 1st level effect, or (2/3 =) 0.67th level effect = effective 2.875th level esoteric effect 43,125gp; Permanent (1/turn) cantrip effect 5,000gp. Apparent Value 300gp.

This **staff +1, +3 versus thieves** is carved of blue ash topped by a large piece of uncut quartz. First created by the elder craftpriest Tarik Kairn in a fit of obsessive fury after a burglary of his vault's relics, the staff has an array of powers suited to discovering, tracking down, and retrieving lost dwarven treasures – and for dealing with their thieves. A divine caster can expend a single charge to *discern magic*, with detected items appearing to the wielder to be illuminated by light coming from the staff's quartz. He can expend two charges to *halt humanoids* or *locate object*. By expending three charges, the caster can benefit from the spell *true seeing*, or *locate* a particular well-known or clearly visualized object within 100 miles. The staff's charges can also be used in the same manner as a **staff of smiting**, to deal an additional 1d6 🔨 damage on a successful attack throw. An alternative command instead expends a charge to deal an additional 2d6 damage to the target if the target is a thief. (For the purpose of the staff's bonus damage and enhancement, a 'thief' is any character with a thief skill – lockpicking, pickpocketing, sneaking, etc. – or any proficiency emulating a thief skill, regardless of their past actions or intentions.)

The staff has a final power: it guards even itself against theft. When touched by anyone not first whispering a certain command, the staff begins loudly screaming "THIS PERSON IS A THIEF", alternating between Dwarvish and Common Auran. The staff continues screaming until the correct command is finally spoken. Successful magic research on the staff will identify this command word (along with its other commands), but such throws are made at a -4 unless special measures are taken to mitigate the noise. While the alarm can be activated and deactivated by any user, the charged functions of the staff can only be used by a divine spellcaster. The staff retains its alarm and bonuses to attack and damage even when the charges are gone.

Staff of Remedy

Base Cost 112,500gp: 30 charges choice of *Neutralize Poison* 4th level effect, *Repair Disfigurement and Disability* 4th level effect, *Cure Disease* 3rd level effect, *Cure Major Injury* 3rd level effect, or *Remove Curse* 3rd level effect = effective 7.5th level effect. Apparent Value 400gp.

This elegant staff is fashioned from sturdy elm accented by bands of silver. It can remedy almost any affliction save death itself. A divine caster can expend a charge to repair a permanent wound, as the spell *repair disfigurement and disability*; to remedy a poison or disease, as the spells *neutralize poison* or *cure disease*; to lift a curse, as the spell *remove curse*; or to heal a creature of 2d6+4 damage as the spell *cure major injury*.

Staff of Smiting

Base Cost 20,000gp: Staff +1 5,000gp; 30 charges 1st level attack effect 15,000gp. Apparent Value 651gp.

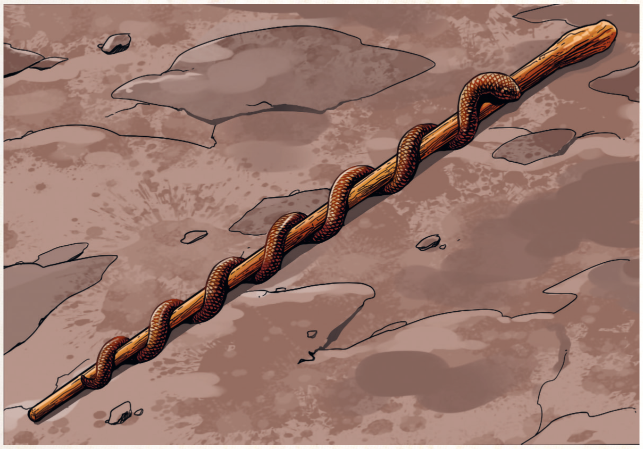
This **staff +1** is a stout piece of solid hornbeam, hardened by bands of iron bound around its head. When attacking with the staff, any spellcaster can expend a charge; should his subsequent attack roll be successful, the attack will deal an additional 1d6 🔨 damage. The staff still functions as a **staff +1** after its charges have been exhausted.

Staff of Springiness

Base Cost 25,000gp: Permanent (turn/level) 1st level effect 19,000gp; 3/day not more than 1/hour (periodic with cooldown) 1st level effect 6,000gp. Apparent Value 150gp, but obviously magical when held as snake coils.

This 8' long ashen staff has a coiled bronze serpent wrapped around its entire length. The snake moves slightly under its wielder's hand, its mass shifting and wriggling for balance or to coil for a sudden release of force. Held horizontally in both hands, the staff allows its wielder to attempt balancing traverses as though he had the Climbing proficiency. Should he plummet during such an attempt, or otherwise fall or jump while holding the staff, its coiled serpent absorbs much of the impact. He suffers no damage from the first 10' he falls, and only half (1d6 ⚒ damage) for the following 20', though any additional distance inflicts 1d6 ⚒ damage per 10' as normal.

When first picked up, the coils of the serpent that wrap around the staff are separated by about 2" each. As the staff is held, the snake slowly grows more densely wound, its coils winding tighter and tighter until they are nearly touching each other. With a word from the wielder, this tension can be suddenly released against an adjacent surface to propel the wielder up to 30' vertically or 90' horizontally. After this power is triggered, the snake's coils relax back, only to slowly re-wind tightly again over the course of 6 turns, at which point it can be used again, up to three times per day.



Staff of Starfall

Base Cost 90,000gp: 30 charges 6th level effect. Apparent Value 1,200gp.

This dark rowan staff is covered in astrological markings, with minute white diamonds set into a hemisphere at the top of the staff to depict the brightest stars of the summer solstice. An arcane caster may expend a charge while under an open sky to call down six balls of heat and light from the heavens. Each meteor impacts at a chosen point within 360' of the caster and deals 3d6 🔥 to all creatures and objects in a 10' diameter, with a successful Blast saving throw preventing half the damage. The explosion also sets fire to combustibles and can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. Meteors cannot be called down so close that their diameters overlap. If the caster attempts to call down a meteor through a narrow passage, such as through an overhead murder hole or skylight, he must make a successful attack throw to guide the meteor through the opening, or else the meteor strikes the adjacent surroundings instead. A meteor whose path to its target is blocked by a solid barrier detonates upon striking it, though if the damage caused to an interposing barrier shatters or breaks through it, the explosion may continue beyond the barrier in order to attain its full volume.

Staff of Steady Smiting

Base Cost 35,000gp: Staff +1 5,000gp; 30 charges 2nd level attack effect 30,000gp. Apparent Value 651gp.

This iron-banded oak **staff +1** is both lighter and sturdier than its close sibling, the **staff of smiting**. When attacking with the staff, any spellcaster can expend a charge; should his subsequent attack roll be successful, the attack will deal an additional 1d6 ⚒ damage. In addition, if the attack fells the target, the wielder can immediately cleave onto another target within 5'. This bonus cleave does not count against his maximum number of cleaves per round, and is permitted even if the wielder belongs to a class that normally cannot cleave at all. The bonus cleave does not deal the additional damage from smiting, nor does it grant another bonus cleave, though it can permit an ordinary cleave if the attack fells its foe. The staff still functions as a **staff +1** after its charges have been exhausted.

Staff of Stolen Sinew

Base Cost 95,000gp: Staff +1 5,000gp; 30 charges 6th level effect. Apparent Value 1,500gp.

This **staff +1** is a macabre and grotesque creation, with hollow pieces of marble carved into the shape of bones and seemingly held together with bits of pink granite carved in the form of muscle and sinew. A divine caster can expend a charge from the staff to shoot a ray of bright pink energy at a target living humanoid creature within 90'. The target must make a Death saving throw. If the target's save succeeds, the target feels a moment of pain but there is no other effect. If the target's save fails, the wielder is instantly healed of a single permanent wound, as the spell *repair disfigurement and disability*, with the usual roll made for Tampering with Mortality. The target is simultaneously afflicted with the same permanent wound. For instance, if the wielder re-grows his left arm, the target loses his left arm; if the wielder's spine heals, the target's spine breaks, and so on. If the wielder has no permanent wounds, the staff's ray has no effect. If the target's anatomy is such that it cannot suffer the exact same permanent wound as the wielder, it suffers the closest analogous wound (Judge's discretion).

Staff of Successive Summoning

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 30gp.

This pine staff bears a pair of 2" thick iron bands shortly below its head, the wood between them bearing burns and claw marks from a dozen otherworldly creatures. The staff is designed to allow practitioners of the art of summoning to overcome the limits of their magic. Most summoning spells, such as *summon insect swarm* and *summon manes*, are limited to being cast just once per day; more powerful summoning spells, such as *summon hellhounds* and *summon invisible stalker*, can be cast just once per week.

The bearer of the **staff of successive summonings**, however, can cast summoning spells repeatedly within their period of limitation, but at increasingly greater risk. The bearer's first casting of a given summoning spell in the given period (day or week) functions normally. His second casting functions like a conjuration: the summoned creature is hostile and only obeys him as long as he maintains his concentration; afterwards it turns on him and/or returns to its native sphere. His third casting also functions like a conjuration, but it additionally requires the caster to immediately succeed on an Implements saving throw or lose his concentration just as the creature arrives. Each additional casting functions like the third, but with a cumulative -2 penalty on the saving throw.

Staff of Suffering

Base Cost 64,000gp: 30 charges *Dismember* 3rd level effect 45,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 200gp.

This yew staff is twisted at the head, with an inlaid line of gold adorned by small peridots running from end to end. While not strictly an instrument of torture, the staff is capable of inflicting great pain. Any spellcaster can expend a charge from the staff to *dismember* a living target within 90', as the spell. The wielder himself is able to laugh at pain: he ignores any penalty from Mortal Wounds 21-25/2 or 26+/1 (wounds that ache), and if subject to a *circle of agony* or *iron maiden* spell, he is healed instead of damaged by the effect.

> *As we hurt those we love, let us love our enemies.*
>
> **Exquisitrix Netari, *Strictures of the Flesh and Soul***

Staff of the All-Seeing Eye

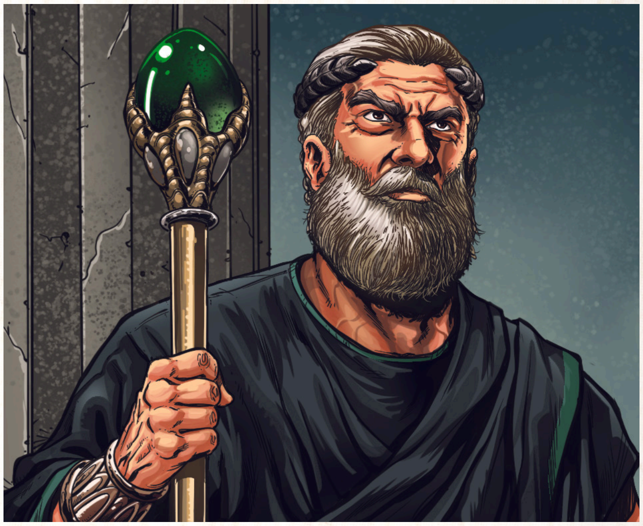
Base Cost 60,000gp: 30 charges choice of *X-Ray Vision* (5/2 =) 2.5th level esoteric effect, *Discern Invisible* 2nd level effect, *Lightless Vision* (3/2 =) 1.5th level esoteric effect, or *Discern Magic* 1st level effect = effective 4th level esoteric effect. Apparent Value 350gp.

The top of this bright cherry staff cradles an orb of marble the size of a closed fist, "veins" of wood framing a blue-within-black imperfection in the white stone. Any caster can expend one charge from the staff to cast either *discern magic* or *discern invisible*, as the respective spells. He can instead expend two charges to cast either *x-ray vision* or *lightless vision*, as the respective spells.

Staff of the Archmage

Base Cost 216,875gp: Staff +1 5,000gp; 30 charges choice of *Control Weather* 6th level esoteric effect, *Passageway* 6th level esoteric effect, *Cone of Paralysis* 5th level effect, *Conjure Supreme Elemental* 5th level effect, *Telekinesis* 5th level effect, *Flight* 3rd level effect, *Invisibility* 3rd level effect, *Perpetual Illumination* 3rd level esoteric effect, *Fireball* 3rd level effect, *Thunderbolt* 3rd level effect, *Cone of Frost* 3rd level effect, *Webbing* 2nd level effect, or 1st level attack effect (smiting) = effective 13.875th level esoteric effect 211,875gp. Apparent Value 8,000gp.

Oft considered the finest arcane implement ever made, this **staff +1** is formed from bone taken from the largest wing-spur of an ancient red dragon, topped with an emerald the size of a closed fist, and so intricately inlaid with platinum wire that the untrained eye slips when attempting to examine it. It was crafted by the legendary mage Süreus, whose detractors claim that the staff's expense harmed relations between the Tower of Knowledge and the Imperial treasurers for over a generation. The staff puts an immense array of spells at an arcane spellcaster's command. By expending a charge, its wielder can call upon any function of the **staff of the mage**; control weather, as the spell; form a tunnel through any wall softer than metal, as the spell *passageway*; conjure and command creatures of the elemental spheres, as the spell *conjure supreme elemental*; or halt all creatures in a 60' long and 30' wide cone, as the spell *cone of paralysis*. Expending a charge can also allow the wielder to make himself or another creature or object unseen, as the spell *invisibility*; allow a touched creature to soar through the air, as the spell *flight*; or trap others within magic strands, as the spell *webbing*.



Staff of the Ashen Tyrant

Base Cost 82,500gp: 30 charges choice of *Flesh to Ash* 4th level effect or *Disintegration* (6/2 =) 3rd level effect = effective 5.5th level effect. Apparent Value 1,500gp.

This gnarled staff of bone was cut from the spine of a powerful grey-hued dragon, its breath weapon corrupted by sorcery to turn whatever it touches to dust. If a spellcaster expends one charge from the staff, he can reduce a living target of less than 9 HD within 120' to ash unless it succeeds on a Death saving throw, as the spell *flesh to ash*. If a spellcaster expends two charges, the blast of annihilating energy the staff emits is shorter but more potent, reducing any object or creature within 90' to fine dust unless it succeeds on a Death saving throw, as the spell *disintegration*. In either case, any items worn or carried by a disintegrated creature are left in the pile of dust comprising their former owner.

Staff of the Dreamlands

Base Cost 67,750gp: Permanent (turn/level) 1st level effect 19,000gp; 30 charges choice of *Deep Slumber* (4/2 =) 2nd level effect, *Illusory Terrain* (4/2 =) 2nd level effect, or *Slumber* 1st level effect = 3.25th level effect 48,750gp. Apparent Value 250gp.

This willow staff is decorated with silver wires set in place as the tree grew, timber growing around metal like flesh straining against a net. The staff grants its bearer mastery over sleep: he is **immune** to magical sleep, such as that caused by the spells *slumber* and *deep slumber*, and rests with fully alert meditation rather than by sleeping, as the Wakefulness proficiency.

A spellcaster can expend one charge from the staff to put to sleep any living targets with fewer than 5 HD within a 10' diameter sphere, as the spell *slumber*. Each target with 2 HD or more can make a Paralysis saving throw. If the save succeeds the target is not affected. If the save fails, or if the target has fewer than 2 HD, the target begins **slumbering** for 4 turns. The wielder can expend two charges from the staff to put to sleep any living targets within a 20' diameter sphere, as the spell *deep slumber*. Each target can make a Paralysis saving throw. If the save succeeds, the target is unaffected, but if the save fails, the target begins **slumbering** for 10 turns.

Finally, the wielder can spend two charges and 1 turn casting to disguise an adjacent structure or terrain feature of up to 480' in diameter with an illusion depicting a landscape from his past dreams. The illusion lasts until **dispelled** or a different sapient creature's touch dispels it, as the spell *illusory terrain*.

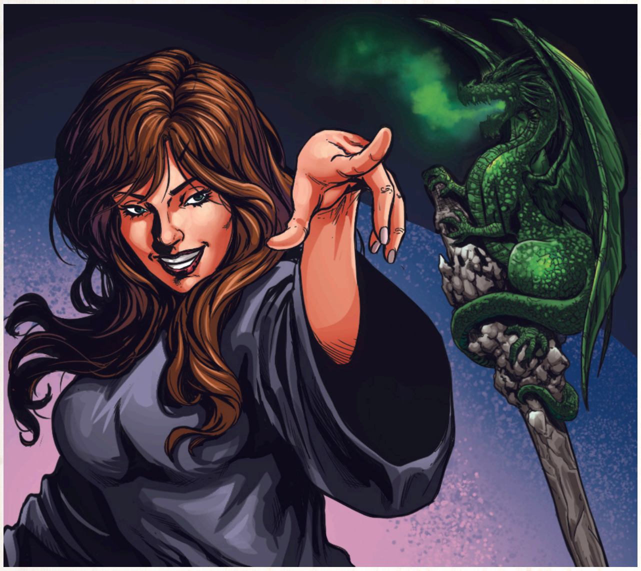
Staff of the Emerald Wyrm

Base Cost 45,000gp: Staff +2 15,000gp; 1/day choice of *Poison* 4th level effect or *Cloud of Poison* 4th level effect = effective 6th level effect 30,000gp. Apparent Value 1,500gp.

This **staff +2** is crafted to appear as a long flightless green dragon coiled around a narrow tower, the dragon's head rearing in a fanged snarl at the top of the staff. Inside the dragon's mouth is a small crystal reservoir of deadly poison. A spellcaster attacking a living target with the staff can command the dragon to "bite" to release the reservoir of poison over its fangs. If the attack succeeds, the target is instantly slain unless it succeeds on a Death saving throw. If the attack fails, the staff remains poisonous for 10 rounds or until discharged, as the spell *poison*.

While outdoors or in a large well-ventilated room, the spellcaster can command the dragon to "breathe" to release the reservoir of poison into the air. A 30' diameter *cloud of poison* immediately pours from the dragon's mouth. Each round thereafter, at the start of the wielder's initiative, the cloud moves 20' away from the wielder. Any creature that begins its initiative in or enters the *cloud of poison* must make a Death saving throw. If the save fails, the creature dies if it has fewer than 5 Hit Dice, and suffers 1 🐍 damage if it has 5 HD or more. If the save succeeds, the creature suffers 1 🐍 damage. The *cloud* persists until **dispelled** by magic, dispersed by strong winds, or 6 turns elapse.

Using either ability empties the poison reservoir, which slowly refills itself over the course of 1 day.



Staff of the Grand Prefect

Base Cost 110,930gp: Staff +1 5,000gp; 30 charges choice of *Striking* 3rd level effect, recharge 3rd level effect, *Fiery Pillar* (5/2 =) 2.5th level effect, *Restore Life and Limb* (5/2 =) 2.5th level effect, *Sword of Fire* (5/2 =) 2.5th level esoteric effect, *Vigor* (5/2 =) 2.5th level effect, *Cure Serious Injury* (4/2 =) 2nd level effect, *Holy Blessing* 2nd level esoteric effect, *Spiritual Weapon* 2nd level esoteric effect, *Bane-Rune* 1st level effect, or *Cure Light Injury* 1st level effect = effective 7.062nd level esoteric effect 105,930gp. Apparent Value 651gp.

This boxwood **staff +1** was created by Prefect Franco Scaramuccius, renowned across the Empire for his heroics during the Beastmen Wars. In his later years Franco was determined to leave a great tool for his descendants, containing "every useful spell he could remember casting". The resulting staff is full of effective spells, though perhaps fewer and less orthodox than might be expected from a crusader of Ammonar at the end of a storied career.

A divine caser can expend one charge from the staff to produce the effects of any of the following spells: *bane-rune*, *cure light injury*, *holy blessing*, *spiritual weapon*, or *striking*. He can expend two charges to produce one of a selection of greater effects: *cure serious injury*, *fiery pillar*, *restore life and limb*, *sword of fire*, or *vigor*. The staff regains a charge when carried each day for a month by a divine caster of 7th level or higher whose work each day is to comfort and heal the sick, wounded, and defenseless; Franco's cooperation with the Sisters of Mityara was renowned, and he wished to reward similar affinity in those who inherited his masterpiece after he had gone.

Staff of the Great Healer

Base Cost 48,250gp: choice of 1/hour *Cure Critical Injury* 5th level effect 40,000gp or 1/turn *Cure Light Injury* 1st level effect 16,500/2 = 8,250gp. Apparent Value 250gp.

This staff is carved from pearwood and gilded at its head in the form of Mityara's sacred torch, with streaks of platinum foil in the gilded flame. Like a **staff of the healer**, it can be used by a divine caster to heal 1d6+1 damage as the spell *cure light injury* once per turn; alternatively, it can be used to heal 4d6+12 damage as the spell *cure critical injury*, though this greater expenditure of mercy renders both powers unusable for 6 turns.

Staff of the Healer

Base Cost 16,500gp: 1/turn *Cure Light Injury* 1st level effect. Apparent Value 1,500gp.

This staff is made of pearwood, its head carved and gilded to appear as the sacred torch of Mityara. The staff can offer a small mercy repeated a thousand-fold. Once per turn, a divine spellcaster can activate the staff to heal a touched creature for 1d6+1 damage, as the spell *cure light injury*.

Staff of the Hidden Sun

Base Cost 61,250gp: Staff +1 5,000gp; 30 charges choice of *Fireball* 3rd level effect, *Discern Invisible* 2nd level effect, recharge 1.5th level effect, *Illumination* 1st level esoteric effect, *Tenebrosity* 1st level esoteric effect, or *Fan of Flames* 1st level effect = effective 4.75th level esoteric effect 71,250gp; 30 charges drawback 1st level effect -15,000gp. Apparent Value 651gp, but obviously magical.

This knotted oak **staff +1** is surmounted by a 3" diameter glass sphere within which a miniature sun and moon float suspended. From whatever angle one views the sphere, the moon will seem to be in front of the sun, as if in a solar eclipse. Two viewers viewing the sphere from opposite sides will both insist the moon is blocking the sun on *their* side. Even if the staff is twirled on its central axis, the sun and moon will seem to remain stationary while the glass sphere rotates around them! However, the extent of the solar eclipse can vary from partial to full occlusion, depending on how often the staff's magic has been called upon.

An arcane spellcaster can expend one charge from the staff to cast one of the following spells: *illumination*, *tenebrosity*, *fan of flames*, *discern invisible*, or *fireball* (8d6 🔥 damage). When each spell is cast, the moon seems to move slightly, so that the sun becomes less and less occluded. For instance, when none of the five spells have been cast, the sphere seems to contain a total eclipse; when one of the spells has been cast, the sphere contains a partial (80%) eclipse, and so on. Each spell can only be used once per cycle of the sphere's eclipse. When each spell has been cast once, the sun shines brightly for one round (as an *illumination* spell), and then is fully occluded again by the moon; all of the staff's spells are then available for use once more. If the caster happens not to use all of the staff's spells, leaving the sphere in a state of partial eclipse, it returns to full occlusion at midnight each night.

If the staff is held under an actual solar eclipse it can regain charges, having a 3-in-4 chance of absorbing a charge from each *illumination* or *perpetual illumination* spell cast by its bearer during the turn when the eclipse is most directly overhead.

> **Designer's Note**: Solar eclipses occur at least twice per year on a planet with a moon the size of the Earth's, though each is only visible in certain parts of the world. An eclipse's shadow passes through a path whose location and time can be predicted by sages with the Knowledge (astrology) proficiency. Eclipse shadows can move at thousands of miles per hour; attempts to use the same eclipse twice to recharge the staff require *teleportation* or similar travel.

Staff of the Humble Healer

Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 50gp.

This staff is cut from pearwood, Mityara's sacred torch carved at its head and decorated with a small ruby at the fire's heart. Once per turn, it can be used by a divine caster to heal a touched creature of 1 point of damage. No creature can benefit from the staff's power more than once per day.

Staff of the Mage

Base Cost 126,875gp: Staff +1 5,000gp; 30 charges choice of *Telekinesis* 5th level effect, *Perpetual Illumination* 3rd level esoteric effect, *Fireball* 3rd level effect, *Thunderbolt* 3rd level effect, *Cone of Frost* 3rd level effect, or 1st level attack effect (smiting) = effective 8.125th level esoteric effect 121,875gp. Apparent Value 3,000gp.

Made of ebony inlaid with gold and lapis lazuli spiraling in multiple directions at once, this **staff +1** is considered by many mages to be among the finest arcane implements ever created. The staff provides an arcane spellcaster with immense and versatile powers. The wielder can expend a charge to create his choice of a devastating *cone of frost*, *fireball*, or *thunderbolt*, as the spells of the same names. Each blast deals 8d4 or 8d6 extraordinary damage, as appropriate, of the appropriate elemental damage type to all in the affected area, with a successful Blast saving throw preventing half the damage and any other spell effects. Alternatively, the wielder can expend a charge to move objects of up to 72 stone for up to 12 turns, as the spell *telekinesis*, or to create a sustained magical light, as the spell *perpetual illumination*. Lastly, the staff 's charges can be expended to impart force to a blow, as a **staff of smiting**.

Staff of the Phoenix

Base Cost 36,300gp: 30 charges choice of *Cure Disease* (3/2 =) 1.5th level effect, *Neutralize Poison* (4/3 =) 1.33rd level effect, or *Cure Light Injury* 1st level effect = effective 2.42nd level effect. Apparent Value 1,200gp.

This cedar staff has a phoenix cast in gold at its head. The phoenix is remarkably detailed, with its tail winding down the staff and small smooth rubies inset as eyes. A divine caster can expend one charge from the staff to *cure light injury*, two charges to *cure disease*, and three charges to *neutralize poison*.

Staff of the Salamander

Base Cost 82,500gp: 30 charges choice of *Energy Invulnerability* 4th level effect or *Phoenix Aura* (6/2 =) 3rd level effect = effective 5.5th level effect. Apparent Value 1,800gp.

A flame salamander, wrought of gold and bejeweled with rubies, wraps around the upper half of this oak staff, its head resting atop the staff's wooden tip. The staff allows its wielder to emulate the fiery powers of this totem. A divine caster can expend a charge from the staff to render himself or a touched target **immune** to mundane and extraordinary fire damage, as the spell *energy invulnerability*. He can expend two charges to create an aura of heat and flame around himself, as the spell *phoenix aura*. The aura deals 1d6 🔥 damage to all creatures that come within 5' of the wielder. On his initiative, in lieu of moving and attacking, the wielder can amplify the aura into an explosion that blasts all creatures within 10' of himself. The blast deals 4d6 🔥 damage plus an additional 1d6 🔥 damage per round left in the aural's duration, or half that damage with a successful Blast save. The *phoenix aura* lasts for 14 rounds or until the wielder triggers the explosion, whichever comes first.

Staff of the Sky's Roar

Base Cost 30,000gp: 30 charges choice of *Thunderbolt* (3/2 =) 1.5th level effect or *Thunderclap* 1st level effect = 2nd level effect. Apparent Value 30gp.

Cut from the heartwood of a tree struck by lightning, this rowan staff bears a wandering line of charred wood that stretches from end to end. An arcane caster can expend one charge to produce a deafening *thunderclap* at a point up to 90' away. Each creature within 5' of the *thunderclap* must make a Blast save. If the save fails the creature suffers 1d6 🔨 damage and is **deafened**. If the save succeeds, the creature suffers half that damage but is not deafened.

The caster can expend two charges to produce a 120' long and 5' wide *thunderbolt*. Each creature struck by the *thunderbolt* must make a Blast save. If the save fails, the creature suffers 8d6 ⚡ damage and is **deafened**. If the save succeeds, the creature suffers half that damage but is not deafened.

Staff of the Treeherder

Base Cost 60,000gp: Permanent (1/hour) 6th level effect 72,000gp; Permanent (1/hour) drawback 1st level effect -12,000gp. Apparent Value 30gp.

This staff is roughly cut from a length of elm, with the bark still present, and could easily be mistaken for a fallen branch. However, close inspection will discover that the head of the staff has been subtly carved with a solemn elderly face. When the staff is set firmly into dirt or dust and commanded to wake, it immediately grows in size and sprouts arms and legs, transforming into a **treeherder** (see ***ACKS II Monstrous Manual*** p. 315). The treeherder will loyally serve and obey the orders of the one who awakened it as if it were a henchman with +4 loyalty. It will remain active until its master commands it to sleep (doing so at the start of his initiative if in combat), at which point it instantly transforms back into a staff. All damage the treeherder has sustained in combat is healed after one full hour spent as a staff. However, if the treeherder is ever reduced to 0 hp or less, it is destroyed and the staff's magic is forever lost.

Staff of the Void

Base Cost 154,320gp: (Staff +1 5,000gp; Permanent (1/day) Indiscernibility 4th level esoteric effect 30,000gp; Permanent (turn/level) *Pass Without Trace* 1st level effect 19,000gp; 30 charges choice of *Summon Shadow* 4th level effect, *Dispel Magic* 3rd level effect, *Disintegration* (6/2 =) 3rd level effect, *Contact Other Sphere* (5/2 =) 2.5th level esoteric effect, or *Tenebrosity* 1st level esoteric effect = effective 6.688th level esoteric effect 100,320gp. Apparent Value 3,000gp.

This **staff +1** of knotted grey oak appears to have been grown to form rather than cut, the tendrils at its end bound with two platinum bands to cradle a large grey sapphire. The shape of the staff is irregular, and no hold on it can truly be comfortable, as if it was not made for human hands. The staff is even harder to grasp with magic: any attempt to use a *locate* or *scry* spell on the staff or its wielder will fail, and the wielder can decline the mental contact of *telepathy*, as the spell *indiscernibility*. The wielder leaves strange and changing footprints that quickly fade to nothing, allowing him to *pass without trace* through wilderness as the spell.

An arcane caster can expend charges from this staff to remove things from the world or to call upon the denizens of the Outer Darkness. A single charge can remove light or magic with the spells *tenebrosity* and *dispel magic*, or to summon a **shadow** with the spell *summon shadow*. This last function may be used but once per week, with the shadow serving for a week or until **dispelled** or destroyed. Finally, two charges can be expended to remove a creature or object with the spell *disintegration*, or to commune with the beings of the Outer Darkness as the spell contact other sphere. As usual, shadows summoned with the staff wish to return to the Outer Darkness and resent their service, attempting to pervert their orders to cause as much harm as possible, especially to the summoner. (See ***ACKS II Monstrous Manual*** p. 274 for shadow statistics.)

Staff of the Wandering Goblin

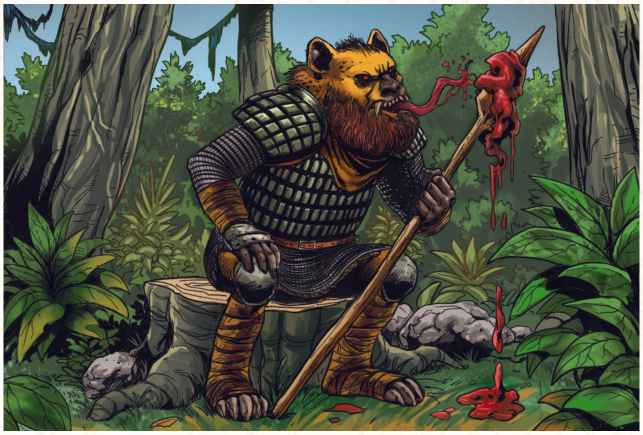
Base Cost 82,125gp: Staff +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp; 30 charges choice of *Delay Poison* 2nd level esoteric effect, recharge 2nd level effect, (6/4 =) 1.5th level esoteric effect, *Cause Fear* 1st level esoteric effect, *Cure Light Injury* 1st level effect, *Delay Disease* 1st level esoteric effect, or 1st level attack effect (smiting) = effective 3.875th level esoteric effect 58,125gp) Apparent Value 651gp but obviously magical.

This knotted and scratched **staff +1** is made of an unidentifiable hardwood, an uneven two-pointed fork at its head. This crude crook constantly drips blood and viscera, no matter how frequently it is cleaned. Aside from this glut of guts the only indication of the staff's craftsmanship is the cuneiform writing carved on the interior of the fork and only visible in the moments after it is scraped clean. The inscription, written in the debased Zaharan vulgate that was the precursor to the goblin tongue, is an abbreviated biography of an ancient goblin shaman that ends in a declaration that he would have "more than one life to live." A long series of counting marks below the cuneiform gradually blends into the scratches that cover the length of the staff.

The bearer of the staff finds its bloody drippings delicious, and can survive on them alone without need for any other food or water. Other creatures find the drippings rancid and foul; if forced to consume them, they become **queasy** for one turn and then spend the following turn **vomiting**.

If the bearer is a divine caster, he can unlock the potent magic implied by the cuneiform inscription. By expending four charges, he can cause two living creatures touching the staff to transform into each other's forms. The effect is identical to that of the spell *body swap*, except that it requires willing subjects and cannot be dispelled once a year's time has passed. (The shaman used this power to extend his time in the world indefinitely, taking the youth of children to settle debts incurred by their parents.) By expending one charge, he can cast *cause fear*, *cure light injury*, *delay disease*, or *delay poison*. (These minor powers were intended to keep the shaman alive long enough for his own magics to repair his current vessel or find another.) By expending one charge, the bearer can deal an additional 1d6 🔨 damage with an attack from the staff, in the manner as a **staff of smiting**.

The **staff of the wandering goblin** rewards its bearer for living an itinerant life. The staff regains one charge for each thousand miles traveled on foot by its bearer.



Staff of Ward-Runes

Base Cost 82,500gp: 30 charges choice of *Spellward Other* 4th level effect or *Rune of Warding* 3rd level esoteric effect = effective 5.5th level esoteric effect. Apparent Value 60gp.

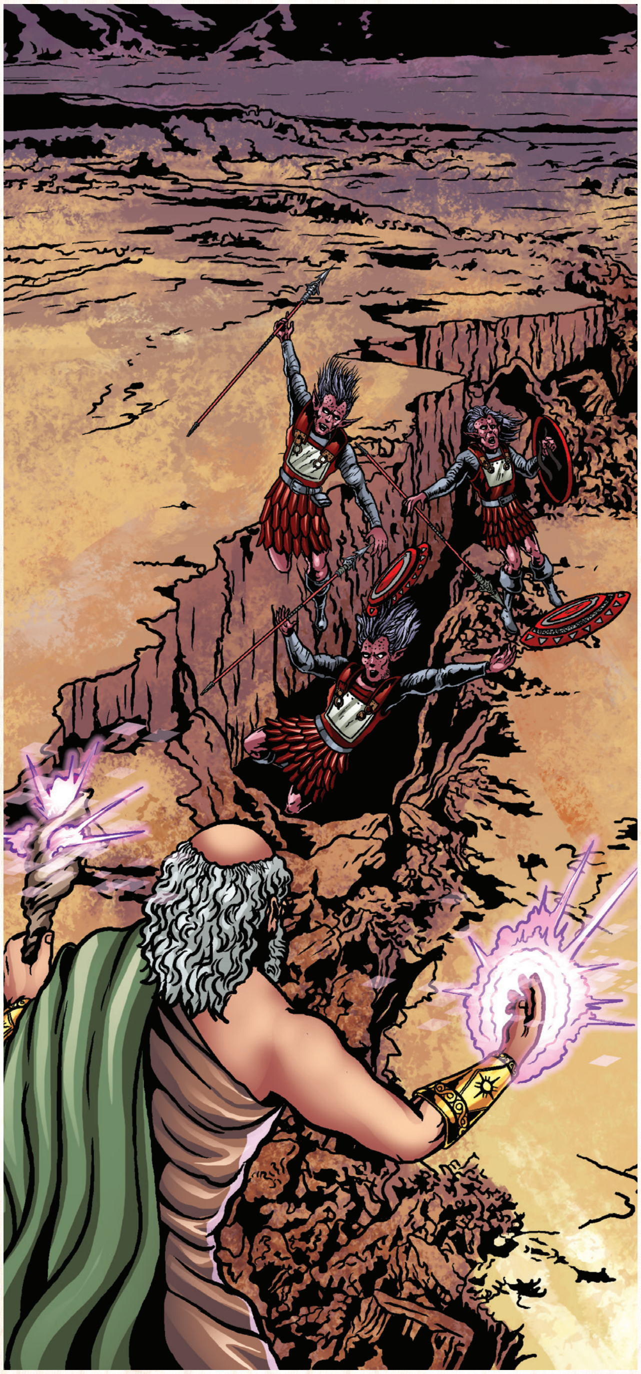
This staff of white elm bears a recursive pattern of overlapping triangles, each line of each triangle a segment of runic Jutlander script counseling security and steadfastness. If the wielder expends a charge while touching a target creature with the staff, he can protect it with 10 layers of protective spellwarding, as the spell *spellward other*. When the recipient makes a saving throw against a spell, elemental effect, or spell-like effect, it can expend one or more layers of the spellward to gain a +1d4 bonus per layer to the saving throw. After the saving throw (if any) is resolved, the recipient can expend one or more layers of the spellward to reduce the damage by 1d4 points per layer. If the damage is reduced to 0 or less by the spellward, the recipient does not suffer an interruption of concentration or other effects that may accrue upon being hit.

If he expends a charge while touching a target object or tracing lines across a target area of up to 200 square feet, he can ward the object or area with a protective glyph, as the spell *rune of warding*. He can ward up to 100 square feet each round. It can take multiple rounds for the wielder to create a large rune, during which time he must maintain stationary concentration. The wielder can configure the rune as a blast rune that deals 16 ❄, ⚡, 🔥, or 🌈 damage or as a spell rune that releases a stored spell. The wielder can store a blast, death, enchantment, reversed healing, or transmogrification spell from his own repertoire, and it takes effect at his own caster level rather than that of the staff. The wielder can set a password for the rune in any language he speaks. Any creature entering or touching the warded area or opening the warded object without speaking the password within one round triggers the rune.

Staff of What Lies Beneath

Base Cost 78,750gp: 30 charges choice of *Create Chasm* 3rd level effect, *Earth's Teeth* 3rd level effect, *Animate Undead* (4/2 =) 2nd level effect, or *Locate Treasure* (4/2 =) 2nd level effect = effective 5.25th level effect. Apparent Value 600gp.

This staff is made of white bone and capped with a geode held by gold bands inscribed with the Ancient Nicean phrase "all meaning lies beneath." An arcane caster can expend one charge from the staff to open up the earth with the spell *create chasm*, or to impale up to eight enemies with the spell *earth's teeth*. He can expend two charges to raise the dead from the ground to make 20 HD of skeletons or zombies with the spell *animate undead*, or to locate secreted riches with the spell *locate treasure*.



Staff of Wilting

Base Cost 53,750gp: Staff +1 5,000gp; 30 charges choice of (6/3=) 2nd level attack effect, (4/2=) 2nd level attack effect, or 1st level attack effect = effective 3.25th level effect, 48,750gp. Apparent Value 4,000gp.

This **staff +1** is made of black oak, its top carved to resemble a shriveled and shrunken human head with inky sapphires set as eyes. This weapon was made not merely to fight but to wound and torture. A divine spellcaster can expend one to three charges when attacking with the staff. If he expends one and his subsequent attack roll is successful, the attack will deal an additional 1d6 🔨 damage, as a **staff of smiting**. If the wielder expends two charges, the victim is additionally aged 10 years unless he succeeds on a Death saving throw; creatures with a short lifespan might instantly die upon aging. If a full three charges are expended, a victim who fails his Death saving throw will also lose one of his limbs, the appendage shriveling to a husk as the tissue withers beneath mummified skin. Roll 1d4: 1 – right arm, 2 – left arm, 3 – right leg, 4 – left leg. Once depleted of charges, the staff still functions as a **staff +1**.

Unicorn Horn Rod

Base Cost 36,000gp: 12 charges choice of *Cure Serious Injury* 4th level effect or *Arcane Shift* 4th level effect = effective 6th level effect. Apparent Value 1,000gp.

This rod is cut from a unicorn horn, with a carved depiction of a unicorn being slain by a giant snake decorating the base between two inlaid silver bands. A spellcaster can expend one charge from the rod to heal a touched creature of 2d6+9 damage, as the spell *cure serious injury*. Touching an unwilling target requires a successful attack throw. Alternatively, the spellcaster can expend one charge to teleport a creature within 15' up to 360' away as the spell *arcane shift*. An unwilling target can resist being teleported with a successful Implements saving throw.

Wand of Aggravated Airway Amphibians

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 20gp.

This oak wand is activated by pointing at a target creature within 45' and making a croaking noise. The target must immediately make a Death saving throw. If the save succeeds, the target suffers a momentary spasm in its throat but is otherwise unaffected. If the save fails, the target begins **choking**. While choking, the target cannot attack, cast spells, move or speak. Something is caught in its throat, and all it can do is croak and gasp as it attempts to cough out the obstruction in its throat. At the end of its initiative each round, the target must make an additional Death saving throw. If the save fails, the target continues choking. If the save succeeds, the target coughs out the obstruction – a tiny amphibian that rapidly grows into a **giant frog** (see ***ACKS II Monstrous Manual*** p. 143). If the target has not coughed out the obstruction by the end of its fourth round of choking, it automatically does so. Starting on the next round, the giant frog will begin to attack the target, or any other nearby creatures if the target is slain. It will disappear after 4 turns have passed, when **banished**, or when slain, whichever happens first.

The wand only has full effect when used on living creatures that have mouths and throats. Undead do not breathe, so the wand cannot cause them to choke; instead, the frog simply erupts from the undead's lifeless mouth after 4 rounds. Oozes and plants lack the vulnerable organs entirely and cannot be affected by the wand. Auran philologists hotly debate whether the wand was the inspiration for the idiom "he's got a frog in his throat," or was itself inspired by a pre-existing idiom. The latter theory is considerably less likely, as it would imply giant frogs naturally grow in human throats.

Wand of Anti-Magic Zone

Base Cost 50,000gp: 20 charges 5th level effect. Apparent Value 30gp.

This wand is made of burnished peach wood tipped with a smooth piece of chrysolite. The wielder can expend one charge from the wand to create an **anti-magic zone** in a cubic area 20' per side centered at a point within 180'. The anti-magic zone will extinguish and prevent magic in its area. Spells and spell-like effects cannot pass into or out of the zone's area when they are cast. Ongoing spells and spell-like effects within the area, as well as creatures or items with ongoing spells or spell-like effects which enter it, are subject to being **dispelled** as if by a *dispel magic* spell cast at 10th caster level. The wielder must make an attack throw versus each spell or spell-like effect the zone might extinguish. Each spell or spell-like effect is considered to have an armor class equal to the difference in caster level between the creator of the spell or effect and the wand's caster level (10). If an attack throw succeeds, that particular spell or spell-like effect is extinguished. If an attack throw fails, the spell or effect continues. Spell-like effects include all effects that duplicate a spell, or magical effects that are resisted with an Implements save, but excludes effects that do not duplicate a spell and are resisted with Death, Blast, or Paralysis saves. Permanent effects or effects which cannot be dispelled are not affected. The zone remains for 1 turn or until it is itself **dispelled**.

Wand of Annulment

Base Cost 20,000gp: 20 charges choice of *Dispel Magic* (3/2 =) 1.5th level effect or *Counterspell* 1st level effect = effective 2nd level effect. Apparent Value 120gp.

This wand is cut from white birch, its ivory tip attached with a thin ring of silver. The wielder can expend one charge from the wand to attempt to extinguish an ongoing spell or spell-like effect on a creature or object, as the spell *counterspell* at caster level 2. The wielder can expend two charges to attempt to extinguish all ongoing effects on the targeted creature or object or within a targeted 20' cubic area, as the spell *dispel magic* at caster level 6.

Wand of Arcane Arrows

Base Cost 15,000gp: 20 charges choice of 1st level effect or (3/3 =) 1st level effect = effective 1.5th level effect. Apparent Value 60g.

This poplar wand is capped at each end with polished brass. The wielder can expend one charge from the wand to strike a target within 225' for 1d6+1 ◈ damage, with no saving throw permitted. The wielder can expend three charges to produce three such projectiles at once, divided as he chooses among one to three targets in range.

Wand of Battering

Base Cost 20,000gp: 20 charges *Battering Ram* 2nd level effect. Apparent Value 35gp.

This hefty wand is made of redwood panels set around a steel core. The wielder can expend one charge from the wand to smash a wooden or stone structure within 120' with an invisible *battering ram*. The impact deals 1d4 ◠ structural damage to a stone structure or 1d4×5 ◠ structural damage to a wooden one. Shrapnel from the impact will strike every creature within 5' of the impact for 4d6 ➶ damage, or half that damage with a successful Blast saving throw.

Wand of Bestial Flight

Base Cost 30,000gp: 20 charges 3rd level effect. Apparent Value 800gp.

This wand is cut from the shaft of a roc's pinion feather, with patterns carefully inscribed in it and inlaid with silver. The wielder can expend one charge from the wand to attempt to transform a living target within 90'. The target must make an Implements saving throw. If the save succeeds, it resists the transformation. If the save fails, the target is transformed, body and mind, into a **crow** (SPD 330' fly, AC 1, HD ¼, #AT 1, Dmg 1d3-1). The transformed target will have the same number of hit points that it had in its original form, but otherwise the transformation is total, including intelligence, behavioral traits, and mentality. The target's carried and worn equipment, if any, will merge into its new form.

The transformation is terrifying to the target, which becomes **frightened**. It will flee from the wielder at its maximum speed for 3 turns. (If starting outdoors, the crow will travel 8 miles from its original location before its fear passes.) Thereafter, the transformed target will behave normally for a crow. The transformation lasts for 12 turns or until **dispelled**.

Wand of Bestial Rage

Base Cost 40,000gp: 20 charges 4th level effect. Apparent Value 30gp.

This rowan wand is carved to curl at its tip, four red rings painted along its base. The wielder can expend one charge from the wand to attempt to transform a living target within 90. The target must make an Implements saving throw. If the save succeeds, it resists the transformation. If the save fails, the target immediately gains the form, physical characteristics, and mental characteristics of a **common boar** (see ***ACKS II Monstrous Manual*** p. 65). The transformed target will have the same number of hit points that it had in its original form, but otherwise the transformation is total, including intelligence, behavioral traits, and mentality. The transformed target is **infuriated**, attacking whatever creatures it detects, prioritizing those that have recently harmed it. It gains a +2 bonus to its attack throws but a -2 penalty to its AC, cannot retreat, is **immune** to fear and ignores morale. The transformation and infuriation last for 1 day or until the target dies or is **dispelled**. The infuriated condition can be separately extinguished by a *remove fear* spell.

Wand of Blightfire

Base Cost 40,000gp: 20 charges 4th level effect. Apparent Value 75gp.

This wand is cut from a length of elderwood, its tip painted a spiral of bright orange and deep black. The wielder can expend one charge from the wand to produce twin orbs of light and darkness, each traveling to a chosen point within 225' and exploding to a diameter of 20'. The bright orb bursts into a miniature fireball dealing 3d6 🔥 damage to all creatures in its area, with a Blast saving throw preventing half. The dark orb terminates in tendrils of grasping darkness dealing 3d6 💀 damage to all living creatures in its area, with a Death saving throw preventing half. These two areas can be placed by the wand's wielder such that they are entirely separated, partially overlapped, or even co-centered on the same point; those within both areas of effect suffer both effects.

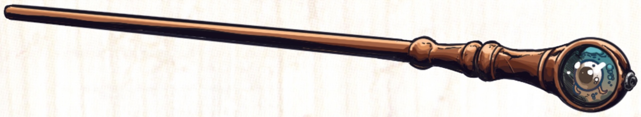
Wand of Blinding Blasts

Base Cost 60,000gp: 20 charges 6th level effect. Apparent Value 150gp.

A fluid-filled glass dome attached to the base of the thick handle of this elm wand holds a floating eyeball with milky cataracts. The wielder can expend one charge from the wand to produce a dazzling cone of light, 60' long and 30' wide at its end. The cone can be, but doesn't have to be, positioned so that the centerline of the cone points directly at one or more target creatures.

Each creature within the cone that beholds the light must make a Blast saving throw. If the Blast save succeeds, the creature sees a bright flash but is otherwise unaffected. If the Blast save fails, the creature is temporarily **blinded**. The creature can save again at the end of its next initiative each round until the condition ends. The condition ends when the blindness is cured or the creature succeeds on the saving throw.

If the centerline of the cone was pointed directly at one or more target creatures, then the first creature on the centerline of the cone that beholds the light must also make a Death saving throw. If the Death save succeeds, the creature feels its eyes heat up but they don't melt. (It might still be temporarily blinded by the light if it fails the Blast save, though.) If the Death save fails, the creature's eyes are melted into gooey ruin, leaving it permanently **blinded**. The creature's destroyed eyesight can only be returned by the spells *cure blindness*, *repair disfigurement and disability*, or similar magic.



Wand of Blinding Fireballs

Base Cost 20,000gp: 20 Charges *Fireball* 3rd level effect 30,000gp; 20 charges drawback 1st level effect -10,000gp. Apparent Value 140gp.

This wand is cut from a length of cherry wood and set with a small piece of meteoric iron at its tip. The wielder can expend one charge to produce a 20' diameter *fireball* at a specified point within 360'. Any creature caught within the blast suffers 6d6 🔥 damage, with a successful Blast saving throw preventing half the damage, as the spell.

The *fireball* created by the wand appears to others as a yellow flame but to the wand's wielder it appears brighter than the sun. The wielder must make a Blast saving throw immediately after he activates the wand. If the save fails, the wielder is **blinded**. The wielder can save again at the end of his initiative each round until the condition ends. The condition ends when the blindness is cured or the wielder succeeds on the saving throw.

The wielder can automatically succeed on his Blast save to avoid the blinding by averting or shielding his eyes when he activates the wand, but doing so makes it precarious to aim. After designating his target point, the wielder must make an attack throw against AC 0. If the throw succeeds, the *fireball* is centered upon the target point. If the throw fails with an unmodified roll of 1, the fireball is centered upon the wielder. On any other result, the center of the *fireball* scatters by 1d3 × 20' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point.

Wand of Blood Magic

Base Cost 33,750gp: 20 charges choice of *Trollblood* (6/3 =) 2nd level effect, *Bloody Flux* 2nd level effect, or *Boil Blood* (3/2 =) 1.5th level effect = effective 3.375th level effect. Apparent Value 600gp.

This oak wand is stained dark red and carries a small pointed ruby set in its tip. The wielder can expend one charge from the wand to cause the blood of a living target within 120' to erupt, as the spell *bloody flux*. The target must succeed on a Death saving throw or begin **vomiting** blood. At the start of its initiative, the vomiting creature suffers 1d12 ☠ damage from its gory retching, then makes another Death saving throw. If the save succeeds, the spell ends. If the save fails, the target continues vomiting.

The wielder can expend two charges to inflame the blood of a living target within 225', as the spell *boil blood*. The target must succeed on a Blast saving throw or suffer 6d8 🔥 damage and be **vomiting** hot blood until the end of its next initiative. If the target is reduced to 0 hp or less by the damage, it immediately explodes, killing it instantly and dealing 1d6 🔥 damage to all creatures within 5' of it, or half that with a successful Blast save.

By expending three charges from the wand, the wielder can invigorate his own blood with regenerative vitality, as the spell *trollblood*. He will regenerate 3 damage at the start of his initiative for 1 turn and be able to reattach severed limbs so long as they were separated after the effect began.

Wand of Borrowed Eyes

Base Cost 45,000gp: 20 charges choice of *Clairvoyancy* 3rd level effect or *Greater Clairvoyancy* (6/2 =) 3rd level effect = effective 4.5th level effect. Apparent Value 180gp.

A thin length of bloody muscle lies at the core of this glass wand, the glass frosted heavily at the base and clear at the tip. The wielder can expend one charge from the wand to see from the eyes of a living creature within 90', as the spell *clairvoyancy*. The wielder can expend two charges to see from the eyes of a living creature within 500 miles, as the spell *greater clairvoyancy*.

Wand of Canine Confusion

Base Cost 30,000gp: 20 charges 3rd level effect. Apparent Value 30gp.

This bleached birch wand is cut and carved to resemble a bone. The wielder can expend one charge from the wand to confuse one living humanoid target within 90' about its body form. The target must make an Implements saving throw. If the save succeeds, the target suppresses a small bark but is otherwise unaffected. If the save fails, the target becomes convinced he has been physically transformed into a dog, leaving him trapped with a human mind in a canine body. In actuality, the opposite is true - his body is unaffected, while his mind is ensorcelled.

When "transformed" the victim immediately lets go of anything in his hands and drops to all fours. Thereafter he can move at one-half his normal speed by pawing around awkwardly on his hands and knees. He can attack by biting but, human dentition being rather unimpressive, a successful attack only deals 1d3 nonlethal 👊 damage. Because he retains his human intelligence, he can still understand any languages he speaks. However, he will believe himself unable to speak intelligibly or cast spells, and thus will communicate with others only by barking, growling, or howling. If he has Mimicry proficiency, these utterances will sound genuinely canine, but otherwise they will sound like what they are, a person pretending to be a dog. Other dogs will not be impressed or fooled. If approached by someone he believes is capable of speaking with animals, the victim can speak with that person but will not expect others to be able to understand him. No matter what happens, he will continue to feel and believe he has been turned into a dog, even if told or shown otherwise, and will confabulate whatever is necessary to justify his own delusion. The canine confusion persists for 6 turns or until **dispelled**.

> **Designer's Note**: It is absolutely mandatory that the player of the afflicted character role-play the effect for the entire duration lest he be deemed a "bad boy."

Wand of Carmine Blossoms

Base Cost 60,000gp: 20 charges 6th level effect. Apparent Value 100gp.

The length of this wand is painted in bright red petals forming a carmine trail circling from end to end. The wielder can expend one charge from the wand to produce a dozen giant incorporeal blood-red flower blossoms at various points within 480' range. Each flower blossom's petals encompass a 10'-radius sphere. Though incorporeal, the petals are razor-sharp, and anywhere they overlap with normal matter they rend and tear it. Each creature that starts its initiative in, or enters, the area of a flower blossom suffers 1d6 🗡 damage, or half that damage with a successful Blast save. Overlapping flower blossoms do not deal any additional damage. The flowers wilt to nothingness at the end of the next round, often leaving a battlefield covered in a very corporeal shade of blood red.

Wand of Changing Perspective

Base Cost 55,000gp: 20 charges choice of *Arcane Shift* 4th level effect or *Clairvoyancy* 3rd level effect = effective 5.5th level effect. Apparent Value 140gp.

The core of this wand is a drawn length of glass with thin strips of silver and oak braided together around it. The wielder can expend one charge from the wand to create a change in perspective, either by borrowing the sight of another living creature within 90' as the spell *clairvoyancy*, or by teleporting the wielder or a single target creature within 15' up to 360', as the spell *arcane shift*. A target that wishes to avoid being teleported can resist the effect with a successful Implements saving throw.

Wand of Channeled Flame

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 400gp.

This thin ivory wand is decorated with inlaid circles of white gold scattered along its length at all angles, a bead of platinum set at the center of each. The wielder can expend one charge from the wand to produce a cone of fire whose searing center is surrounded by lesser tongues of flame. Creatures caught within the 60' long and 30' wide cone suffer 1d6 🔥 damage, or half that with a successful Blast saving throw. Those caught in the center of the cone (within the area 10' wide at its terminus) burn far hotter; they instead suffer 4d6 🔥 damage, or half that with a successful Blast saving throw.

Wand of Collision

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 40gp.

This wand is made of pieces of oak and birch carefully joined together to a seamless whole. The wielder can expend one charge from the wand to impel one or two targets within 90'. The targets can be creatures or objects and can be up to 2,000 stone in weight each. Unwilling targets can resist the impulsion with a successful Implements saving throw. Affected targets are impelled by the wand to move 20' horizontally in whichever direction the wielder designates. Any target that is flung into a hard surface due to this movement inflicts and suffers 🔨 damage according to its weight, as the spell *force of impetus*.

Wand of Combustion

Base Cost 45,000gp: 20 charges choice of *Fireball* 3rd level effect or *Conflagration* (6/2 =) 3rd level effect = effective 4.5th level effect. Apparent Value 150gp.

This birch wand has a scrolling depiction of a rose with its petals falling free patterns burned into it with a thin tool. The wielder can expend one charge from the wand to produce a 20' diameter *fireball* at a specified point within 360'. All caught within the blast suffer 6d6 🔥 damage, or half that with a successful Blast saving throw. When outdoors, the wielder can expend two charges to produce a 60' diameter 10' tall *conflagration* within 360'. As with the spell, an attack throw is required to target the *conflagration*, with a failed throw leading to an off-target blast that scatters by 1d3 × 60' in a random clock direction, and an unmodified roll of 1 centering the blast on the wielder. Those caught within the blast suffer 2d6+2 🔥 damage, or half that with a successful Blast saving throw.

Wand of Corpse Conscription

Base Cost 40,000gp: 20 charges 4th level effect. Apparent Value 100gp.

The handle of this black walnut wand is carved with a grinning skull. The wielder can expend one charge from the wand to momentarily create a 30' diameter orb of crackling black magic at a point within 360'. All humanoid creatures of less than 2 HD in the area of effect suffer 1d8 💀 damage, with no saving throw allowed. Those slain by the deathly energy are instantly animated as zombies. The zombies obey the wielder's commands for 1 day before crumbling to dust, as the spell *animate undead*.

Wand of Counterspelling

Base Cost 10,000gp: 20 charges *Counterspell* 1st level effect. Apparent Value 25gp.

This maple wand is carved at its base with two circles, the smaller circle off-center within the larger. The wielder can expend one charge from the wand to extinguish a single ongoing spell or spell-like effect on a creature or object within 180', as the spell *counterspell*. The wielder must succeed on an attack throw against the spell or effect to **dispel** it, and unwilling targets are able to resist the *counterspell* with a successful Implements saving throw. The counterspell's caster level is 2, so each spell or spell-like effect is considered to have an armor class equal to the caster level of its creator minus 2.

Wand of Cruelty

Base Cost 30,000gp: 20 charges choice of *Circle of Agony* (5/2 =) 2.5th level effect, *Choking Grip* 1st level effect = effective 3rd level effect. Apparent Value 50gp.

The wood of this elder wand is stained with streaks of bright red. The wielder can expend one charge to place an invisible grip around the throat of a living target within 45', as the spell *choking grip*. The target must succeed on a Death saving throw or suffer 1d6 💀 damage and begin **choking**. The effect continues each round on the caster's initiative until **dispelled**, the caster stops concentrating upon it, or the target makes a successful saving throw and ends the spell.

The wielder can expend two charges from the wand to inflict agonizing pain on up to five living targets with less than 9 HD within 45', as the spell *circle of agony*. Each target must succeed on a Death saving throw or become **helpless** with agony. At the start of its initiative each round, each helpless creature suffers 1d4 ☠ damage and makes another Death saving throw. The effect continues until **dispelled** or the target dies or saves.

Wand of Crushing Force

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 300gp.

The tip of this ebony wand bears a piece of uncut diamond, not a beautiful stone with cut and polished edges but a testimony to raw strength from the depths of the earth. The wielder can expend one charge from the wand to create a spherical zone of pressure with a radius of 5' centered on a point within 180'. All creatures and objects within the zone are crushed by the pressure, suffering 4d6 ◠ damage, or half that damage with a successful Blast saving throw. A mere moment after it is produced, the pressure explodes outward, knocking each creature within a 10' radius of the target point **prone** unless it succeeds on a Blast saving throw.

Wand of Deafening Thunder

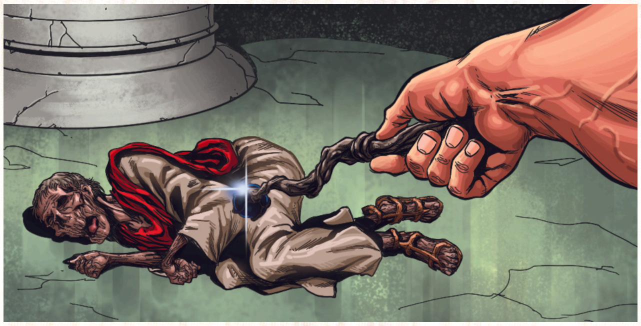
Base Cost 10,000gp: 20 charges *Thunderclap* 1st level effect. Apparent Value 30gp.

This beechwood wand is marked by a starburst carved into its base and painted white. The wielder can expend one charge to create a *thunderclap* affecting a 10' diameter area within 90'. Each creature within the area must make a Blast saving throw. If the save fails, the creature suffers 1d6 ✶ damage and becomes **deafened**. If the save succeeds, it suffers half the damage and is not deafened. A deafened creature makes an additional saving throw at the end of its initiative each round, regaining its hearing on a success.

Wand of Desiccation

Base Cost 10,000gp: 20 Charges *Desiccate* 1st level effect. Apparent Value 300gp.

This wand comes from the deserts of southern Opelenea. It is made from a twisted length of ironwood, with rings of teeth embedded where the wand is gripped and a smooth blue sapphire set into the top. The wielder can expend one charge from the wand to dessicate the moisture from a 5' diameter sphere, as the spell *desiccate*. Each living creature in the area of effect must make a Blast saving throw. If the save fails, the creature becomes **dehydrated** and suffers 1d12 ≀ damage. If the save succeeds, the creature suffers half that damage but is not dehydrated.



Wand of Dispelling

Base Cost 30,000gp: 20 charges *Dispel Magic* 3rd level effect. Apparent Value 30gp.

This maple wand is carved at its base with three circles of increasing size, each centered on the rim of another. The wielder can expend one charge from the wand to dispel the magic affecting a creature, object, or cubic area up to 20' on each side, within a range of 180'. Each ongoing spell on the target or in the area which the wielder succeeds on an attack throw against will be **dispelled**, as the spell *dispel magic*. The wand has a caster level of 6, so each spell or spell-like effect is considered to have an armor class equal to the caster level of its creator minus 6.

Wand of Distant Disappearance

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 120gp.

This wand consists of a clear rod of glass enclosed within a sturdy mangrove wood casing. Windows cut into the casing enable the wielder to peer through the glass core. The wand is activated by holding it up to eye level and peering through the glass and speaking the command word. By expending one charge, the wielder can cause himself or a recipient within 240' to become invisible. The invisibility persists until the recipient attacks, the recipient casts a spell, or 4 rounds have passed.

Wand of Dread

Base Cost 80,000gp: 20 charges choice of *Panic* 6th level effect or *Cone of Fear* 4th level effect = effective 8th level effect. Apparent Value 100gp.

This birch wand is carved at its base with a human-like face, mouth and eyes open in a terrified wail. The wielder can expend one charge from the wand to produce a 60' diameter sphere of fear at a target point within 360', as the spell *panic*. Each living creature with fewer than 5 HD in the area of effect must succeed on a Paralysis saving throw or become **frightened** for as long as the wielder maintains stationary concentration or until the creature moves out of range. Alternatively, the wielder can expend one charge to create a *cone of fear*, 60' long and 30' wide at its end. Each living creature caught within the cone must succeed on a Paralysis saving throw or become **frightened** for 1 turn.

Wand of Electrical Emission

Base Cost 2,000gp: 20 charges cantrip effect. Apparent Value 150gp.

This thin copper wand carries a gold band on one end. Its design was the crowning achievement of the mage Enlil the Evoker in his quest for the most efficient means to employ lightning on the battlefield. The wielder can expend one charge to produce an arcing blast of electricity that deals 1d4 ⚡ damage to all creatures in a 60' long, 5' wide line extending from the wand's tip. The arcing energy automatically hits, but a successful Blast saving throw prevents half the damage.

Wand of Energy Revulnerability

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 25gp.

This cherry wood wand is carved with broken diagrams: elaborate sigils of protection marred by deeper, wild gouges in the wood. The wielder can expend one charge to cause any creature within the wielder's line of sight to lose its **resistance** to a type of energy damage (cold, electric, fire, luminous, necrotic, or seismic), or have its **immunity** reduced to **resistance**, unless the target succeeds on an Implements saving throw. The effect will negate an energy protection spell, reduce an energy invulnerability spell to the strength of the former, or similarly affect the natural immunity or resistance of a monster. If the target has multiple energy resistances and immunities, the wand will target immunities over resistances, then choose randomly if multiple immunities or multiple resistances exist. The wand's effects last 6 turns or until **dispelled**.

Wand of Enervating

Base Cost 30,000gp: 20 charges 3rd level effect. Apparent Value 40gp.

This thin oak wand was cut from the heartwood of a tree slowly strangled by thick vines. The wielder can expend one charge to strike a living creature within 225' with a blast of crackling negative energy. Unless the target succeeds on a Death saving throw, he loses 1d8 maximum hp and is **enervated**. After 6 rounds, the target regains his lost hp, his enervation ends, and he is left with no permanent harm. However, a creature whose maximum hp is reduced to 0 or less is instantly slain and does not recover.

Wand of Ephemeral Evaporation

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 30gp.

First made by the prolific mage Enlil the Evoker, the length of this willow wand is covered in grain-sized holes which reveal a hollow center. The wielder can expend one charge from the wand to cause a target man-size or smaller creature within 180' to assume the form of a translucent cloud of gas, as the spell *gaseous form* but lasting for only 1 round. While gaseous, the creature has an AC of 11 and is **immune** to mundane damage. Anything it is carrying or wearing immediately falls to the ground. It cannot attack, cast spells, speak, or use magic items or equipment, but has a combat speed of 40' and can flow below doors and other small spaces that are not sealed airtight. An unwilling target can resist the effect with a successful Implements saving throw.

Wand of Fanned Flames

Base Cost 10,000gp: 20 charged *Fan of Flames* 1st level effect. Apparent Value 120gp.

This birch wand has a small carnelian set into its tip. The wielder can expend one charge to create a *fan of flames* 40' long and 20' wide, striking any number of chosen creatures within the affected area. Each creature struck by the flames must make a Blast saving throw, suffering 1d8 🔥 damage if the save fails and half that if it succeeds.

Wand of Fascination

Base Cost 60,000gp: 20 charges 6th level effect. Apparent Value 120gp.

This wand is painted with blue and red lines and topped with a glittering crystal at its tip. After expending a charge, the wielder must hold the wand overhead and concentrate while remaining stationary. All other living creatures within a 240' radius of the wielder will have their attention drawn to the wand, **mesmerized** for as long as the wielder maintains stationary concentration. Creatures of more than 2 HD resist the effect on a successful Implements saving throw, and creatures with 9 HD or more are **immune** to the effect. A **wand of fascination** was used by the elven enchanter Garth the Prepared to win the storied Skirmish of the High Peaks single-handedly. In an incredible feat of endurance, Garth was able to maintain his concentration long enough for three entire companies of hobgoblins to expire from thirst around him.

Wand of Fear

Base Cost 40,000gp: 20 charges *Cone of Fear* 4th level effect. Apparent Value 40gp.

This bent wand of yellow holly is carved to resemble a cracked arrow, its false fletching painted white. The wielder can expend one charge from the wand to produce a *cone of fear* 60' long and 30' wide at its end. Each living creature within the affected area is **frightened** for 1 turn unless it succeeds on a Paralysis saving throw. While frightened they cannot attack, cast spells, or speak coherently except to babble and scream in fear; they will flee from the wand's wielder at full speed, **cowering** if unable to flee, until the duration ends.

Wand of Fickle Fireballs

Base Cost 30,000gp: 1/20 chance of expending item = 20 charges *Fireball* 3rd level effect. Apparent Value 80gp.

The base of this cherry wand is carved with an image in relief of a candle, flame flickering in unseen wind. While it can be used in much the same manner as a **wand of fireballs**, it is not a true wand. Rather than containing a set number of charges it has a 1-in-20 chance of immediately burning to ash after each use. The *fireball* produced by this wand deals 5d6 🔥 damage to each creature within its 20' diameter sphere, with a successful Blast saving throw preventing half the damage.

Wand of Fiery Arcs

Base Cost 42,500gp: 20 charges choice of *Fireball* 3rd level effect or *Firestorm* (5/2 =) 2.5th level effect = effective 4.25th level effect. Apparent Value 160gp.

This ash wand is stained a reddish-purple with a small ring of gold wire embedded in the base of the wand's handle. The wielder can expend one charge to produce a 20' diameter *fireball* at a point within 360'. Each creature caught within the blast suffers 6d6 🔥 damage, or half that damage with a successful Blast saving throw.

The wielder can expend two charges to produce a 20' diameter *firestorm* at a point within 225'. Each creature within the area of effect must make a Blast save. If the save fails, the creature suffers 10d6 🔥 damage and is engulfed in burning naphtha. If the save succeeds, the creature suffers half that damage and is not engulfed. An engulfed creature suffers 1d8 🔥 at the start of its initiative each round until it succeeds in extinguishing the flames by succeeding on a Blast saving throw at the end of its initiative.

Wand of Figments

Base Cost 20,000gp: 20 charges *Phantasmal Figment* 2nd level effect. Apparent Value 120gp.

This smooth wand is made from a long growth of thorny chondrilla encased in a layer of hard clear resin. The wielder can expend a charge from the wand to produce a 20' cubic *phantasmal figment* up to 360' away. The user can freely move the illusion within the bounds of the cube; it persists for as long as he maintains concentration and for 1 round thereafter.

Wand of Fireballs

Base Cost 30,000gp: 20 charges *Fireball* 3rd level effect. Apparent Value 24gp.

This oleander wand has been carefully scorched with a succession of burn marks resembling expanding spheres. The wielder can expend one charge from the wand to produce a 20' diameter *fireball* at a specified point within 360'. Each creature caught within the blast suffers 6d6 🔥 damage, or half that damage with a successful Blast saving throw.

Wand of Flying

Base Cost 30,000gp: 20 charges *Flight* 3rd level effect. Apparent Value 30gp.

Cut from lightweight willow wood, this wand has two inscribed lines around its diameter at its base, the forward line painted white and the baseward line painted brown. The wielder can touch the wand to a living creature and expend a charge to allow that creature to fly at a combat speed of 120' per round for 6 turns, as the spell *flight*.

Wand of Foe Discernment

Base Cost 10,000gp: 20 charges *Discern Evil* 1st level effect. Apparent Value 70gp.

This wand is cut from a clean rowan branch with an indentation painted in bright blue. The wielder can expend one charge from the wand to gain the ability to discern evil creatures, objects, and areas in his line of sight out to 45', as the spell *discern evil*. The evil entities appear to be engulfed in an unsettling red glow, which can be seen even if they are **hidden** or invisible. Only the wielder can see this glow. The effect lasts for 3 turns.

Wand of Foliation

Base Cost 60,000gp: 20 charges choice of *Plant Growth* 4th level effect or *Plant Shrinkage* 4th level effect = effective 6th level effect. Apparent Value 110gp.

This maple wand is carved with miniature depictions of vines, bushes, and flowering trees. The wielder can expend one charge from the wand to create an abundance of vegetation where even a small amount has taken root, changing an area of up to 3,000 square feet of plants within 180' into an impassably overgrown thicket, as the spell *plant growth*. Alternatively, the wielder can expend one charge to produce the opposite effect, reducing a great thicket of the same size to low grasses and brush, as the spell *plant shrinkage*.

Wand of Fright

Base Cost 25,000gp: 20 charges choice of *Cone of Fear* (4/2 =) 2nd level effect or *Frighten Humanoid* 1st level effect = effective 2.5th level effect. Apparent Value 250gp.

This birch wand is carved with ersatz joints and painted in flesh tones to resemble a leprous grasping arm. The wielder can expend one charge from the wand to **frighten** one living humanoid target within 90' for 3 turns, as the spell *frighten humanoid*. The wielder can expend two charges to **frighten** all living targets in a 60' long and 30' wide cone stretching from the wand for 1 turn, as the spell *cone of fear*. The wand's target(s) can resist the effect(s) by succeeding on Paralysis saving throw(s).

Wand of Frigidity

Base Cost 42,500gp: 20 charges choice of *Cone of Frost* 3rd level effect or *Wall of Frost* (5/2 =) 2.5th level effect = effective 4.25th level effect. Apparent Value 450gp.

This poplar wand has a small sapphire mounted on its tip with silver wire. The wielder can expend one charge from the wand to produce a 60' long and 30' wide *cone of frost*. Each creature within the cone suffers 6d4 ❄ damage, or half that damage with a successful Blast saving throw. The wielder can expend two charges to produce a *wall of frost* within 180'. The wall is 1' thick and up to 1,200 square feet in area, lasts 2 turns, and deals 2d6 ❄ damage to any creature that passes through it.

Wand of Frost

Base Cost 30,000gp: 20 charges *Cone of Frost* 3rd level effect. Apparent Value 120gp.

This wand of white pine is bound with a silver band at each end and topped with a piece of polished white quartz at the tip. The wielder can expend one charge from the wand to produce a 60' long and 30' wide *cone of frost*. Each creature within the cone suffers 6d4 ❄ damage, or half that damage with a successful Blast saving throw. Any mundane fires within the cone are automatically extinguished.

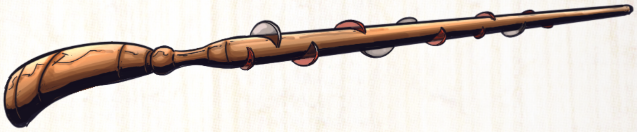
Wand of Fungal Fecundity

Base Cost 55,000gp: 20 charges choice of *Plant Growth* 4th level effect or *Disintegration* (6/2 =) 3rd level effect = effective 5.5th level effect. Apparent Value 110gp.

This white cedar wand has divots and depressions along its length filled with smooth and rounded pieces of grey and brown glass that resemble fungal fans growing on decayed wood. The wand carries within it the magical spores of fast-growing fecund fungus. The wielder can expend one charge from the wand to cause a target patch of ordinary vegetation up to 3,000 square feet in size to become overgrown with an impassable thicket of barbed cord-like hyphae, as the spell *plant growth*.

The wielder can expend two charges from the wand to infest a target within 90' with a fast-growing mold. The target can be a creature or an object of up to 1,000 cubic feet volume. The target must make a Death saving throw. If the target is a creature, or an object carried or worn by a creature, use the creature's saving throw. If the target object is occupied by one or more creatures, use whichever creature's saving throws are most likely to succeed. If the target object is not carried, worn, or occupied, use the saving throws of 0th level fighters. If the save succeeds, the infestation does not take hold. If the save fails, the target is infested with the fast-growing mold.

The mold begins to grow on the affected target at a frightening pace, covering its entire surface almost instantly, then growing deep into its core to utterly consume it. In moments, all that remains of the target creature or object is a mass of rapidly dying and drying mold in its former shape. The dead mold crumbles to dust at the slightest pressure. Clothing, armor and carried equipment of a targeted creature are unaffected by the **disintegration**, and frequently their weight alone will suffice to cause the remains to fall over and be scattered.



Wand of Gales

Base Cost 20,000gp: 20 charges *Gale of Wind* 2nd level effect. Apparent Value 55gp.

This wand is crafted of lightweight, flexible palm wood and carved with a ring of wavy striations near its middle. The wielder can expend one charge from the wand to produce a blast of air in a cone 10' in diameter and 60' long. The blast knocks creatures and objects down and back, deflects missiles, extinguishes flames, and otherwise behaves as the spell *gale of wind* for 1 round.

Wand of Gloaming

Base Cost 10,000gp: 20 charges *Illumination* 1st level esoteric effect (1/2 time) or *Tenebrosity* 1st level esoteric effect (1/2 time). Apparent Value 100gp.

This wand is made of two seamlessly joined woods, white pine and ebony, both running from grip to tip. The wand's magic countervails the natural state of luminescence, bringing the local area nearer to a state of twilight whenever it is used. During daytime, the wielder can expend one charge to shroud an area within 180' with a sphere of darkness, as the spell *tenebrosity*. The *tenebrosity* reduces any light to pitch blackness within 15' of the target location or object; bright light to dim light within 30' of the target; and dim light to pitch blackness within 30' of the target. The *tenebrosity* also blocks out **lightless vision**. At night, the wielder can expend one charge to light an area within 180' with a sphere of radiance, as the spell *illumination*. The *illumination* sheds bright light to a 15' radius of the target location or object and dim light to a 30' radius of the target.

Wand of Growth

Base Cost 62,500gp: 20 charges choice of *Plant Growth* 4th level effect, *Beast Growth* 3rd level effect or *Growth* 3rd level effect = effective 6.25th level effect. Apparent Value 40gp.

Possibly the largest wand ever crafted, this clean-cut piece of redwood is 18" long and 1.5" wide. The wielder can expend one charge from the wand while touching a man-sized or smaller humanoid or animal to **enlarge** it for 12 turns, as the spells *growth* or *beast growth*. Alternatively, the wielder can expend one charge to transform up to 3,000 square feet of ordinary vegetation within 180' into an impassable thicket, as the spell *plant growth*.

Wand of Guises

Base Cost 50,000gp: 20 charges *Guise Other* 5th level effect. Apparent Value 100gp.

The base of this ebony wand is carved with a stylized face, smiling from one side and sneering from the other. By dragging the tip of the wand from the target's brow to chin as he speaks the wand's command word, the wielder can expend one charge from the wand to physically reshape a humanoid target into any other kind of humanoid that the wielder desires, as the spell *guise other*. The target can be made to appear however the wielder desires, within the normal ranges of physical characteristics for the type of humanoid he is transformed into; with a successful Disguise proficiency throw, the wielder can give the target the unique appearance of a specific individual. The target must be man-sized when the wand is used to be affected. The transformation lasts for 1 day.

Wand of Illusion

Base Cost 10,000gp: 20 charges *Illusory Figment* 1st level effect. Apparent Value 50gp.

This wand appears to be a rusty skewer of iron, but is actually made of oak, cut, painted, and inscribed with a maker's mark at its base. The wielder can expend one charge from the wand to produce an audiovisual illusion up to 1' × 1' × 1' in volume within 30', as the spell *illusory figment*. The illusion persists for as long as the wielder concentrates and for 1 round after.

Wand of Impetus

Base Cost 30,000gp: 20 charges *Force of Impetus* 3rd level effect. Apparent Value 400gp.

This ash wand is carved in the shape of a catapult arm, with a tiny sapphire set in the spoon as the projectile. The wielder can expend one charge from the wand to fling one or more objects or creatures within 360' a distance of up to 20', as the spell *force of impetus*. The wielder can target up to six creatures or objects of 12 stone (120 lbs) or less, or a single creature or object weighing up to72 stone (720 lbs).

Wand of Incineration

Base Cost 40,000gp: 20 charges *Inferno* 4th level effect. Apparent Value 40gp but obviously magical.

This ash wand bears the faint but unmistakable smell of burning flesh. The wielder can expend one charge to produce a 30' diameter 10' tall *inferno* within 225'. It deals 1d10 🔥 damage each round to creatures that begin their initiative in the *inferno* or enter the *inferno* on their initiative, with no saving throw permitted. It deals up to 1d10 ×3 🔥 structural damage to wooden structures and 1d10 🔥 structural damage to stone structures each round. The *inferno* lasts for 8 rounds, unless **dispelled** or otherwise extinguished sooner.

Wand of Indignation

Base Cost 20,000gp: 20 charges choice of *Infuriate Crowd* (3/2 =) 1.5th level effect or *Infuriate Humanoid* 1st level effect = effective 2nd level effect. Apparent Value 300gp.

This wand is made of knotted spruce etched with snarling and savage faces and topped with a small ruby in a gold setting. The wielder can expend one charge to enrage a living humanoid target with fewer than 5 HD within 360'. The target is **infuriated** for 1 turn unless it succeeds on an Implements saving throw, as the spell *infuriate humanoid*. The wielder can expend two charges to enrage any living targets with fewer than 5 HD within a 20' diameter sphere. Each target within the area of effect becomes **infuriated** for 1 turn unless they succeed on an Implements saving throw, as the spell *infuriate crowd*.

Wand of Infatuation

Base Cost 20,000gp: 20 charges *Bewitch Humanoid* 2nd level effect. Apparent Value 80gp.

This laurel wand is carved with a five-pointed star at its base. It is an implement of chaos and discord designed to advance convoluted courtly schemes and plots. The wielder can expend one charge to alter the affections of a living humanoid with fewer than 9 HD within 90'. The target must make an Implements saving throw. If the save succeeds, it is unaffected. If the save fails, the target is **bewitched** as the spell *bewitch humanoid*; however, rather than being bewitched by the wielder of the wand, the target is instead bewitched by the first humanoid it beholds within the following turn. Should 1 turn pass without the target laying eyes on another humanoid, the effect ends.

Wand of Infuriation

Base Cost 10,000gp: 20 charges *Infuriate Humanoid* 1st level effect. Apparent Value 30gp.

This hemlock wand has been carefully stained to appear gnarled and twisted despite being smooth and straight to the touch. The wielder can expend one charge from the wand to **infuriate** a living humanoid target with fewer than 5 HD for 1 turn, as the spell *infuriate humanoid*. The target can resist the effect with a successful Implements saving throw.

Wand of Item Negation

Base Cost 60,000gp: 20 charges 6th level effect. Apparent Value 600gp.

This wand of clean-cut ivory is inscribed with a precisely broken circle at the midpoint. The wielder can expend one charge from the wand to render a target charged or activated magic item within 180' unusable (unable to be activated or triggered) for 1 turn. This negation effect does not dispel any active spell effects already produced by the item, nor does it negate permanent item effects. For example, a **staff of the mage** would still act as a **staff +1**, and the fabled **sword of fortune** would remain a **sword +1** that grants a bonus to saving throws. Negated items do not consume charges from activation attempts, though nothing useful remains of drunk potions, scattered **dust of revelation**, or similar.

Wand of Judicious Incineration

Base Cost 30,000gp: 20 charges choice of *Selective Fire* (5/2 =) 2.5th level effect or *Fan of Flames* 1st level effect = effective 3rd level effect. Apparent Value 20gp.

This laurel wand is etched lengthwise, some lines running from end to end and others terminating at varied lengths. The wielder can expend a charge to produce a *fan of flames* in a cone 40' long and 20' wide. Each target of his choice within the cone suffers 1d8 🔥 damage, or half that damage with a successful Blast save. The wielder can expend two charges to make the flames burn hotter and longer: the cone is then increased in size to 60' long and 30' wide and the damage is increased to 3d6 🔥, as the spell *selective fire*.

Wand of Kinetics

Base Cost 35,000gp: 20 charges choice of *Telekinesis* (5/2 =) 2.5th level effect or *Levitation* 2nd level effect = effective 3.5th level effect. Apparent Value 120gp.

Twin lengths of steel and copper wire wrap around this ashen wand. The wielder can expend one charge from the wand to move an target object or creature weighing up to 24 stone up to 20' per round vertically for 3 turns, as the spell *levitation*. The wielder can instead expend two charges from the wand to create a stronger force, able to move an object or creature of up to 60 stone up to 20' per round in any direction when concentrating for 10 turns, and able to switch between targets as the spell *telekinesis*.

Wand of Light

Base Cost 10,000gp: 20 charges *Illumination* 1st level esoteric effect. Apparent Value 20gp.

This tapered white oak wand has a starburst etched in its broad base. The wielder can expend one charge from the wand to create a spherical region of light around a target location or object within 180'. The *illumination* approximates that of a torch, shedding bright light out to a 15' radius and dim light to a 30' radius, as the spell.

Wand of Luminosity

Base Cost 15,000gp: 20 charges choice of *Illumination* 1st level esoteric effect or *Tenebrosity* 1st level esoteric effect = effective 1.5th level esoteric effect. Apparent Value 500gp.

This wand is formed from two intertwined ribbons of ebony and ivory, fitted together and polished smoothly along their length with each end of the wand solidly composed of one material. The wielder can expend one charge from the wand to produce a 30' radius sphere of either light or darkness within 180', as the spells *illumination* or *tenebrosity* respectively. The command word for one spell, spoken backwards, is the command word for its partner. The ivory end of the wand is pointed at the target point to create *illumination*, while the ebony end is pointed to create *tenebrosity*. The *illumination* sheds bright light to a 15' radius and dim light to a 30' radius. The *tenebrosity* reduces any light to pitch blackness within 15' of the target location or object; bright light to dim light within 30' of the target; and dim light to pitch blackness within 30' of the target. The *tenebrosity* also blocks out **lightless vision**.

Wand of Mage Missile Barrage

Base Cost 50,000gp: 20 charges 5th level effect. Apparent Value 60gp.

This oak wand is bound with ten bands of bronze. The wielder can expend one charge from the wand to launch an instantaneous volley of 10 *mage missiles* at targets up to 360' away. Each of the bolts of arcane energy deals 1d4 🛡 damage to its target with no attack throw required and no saving throw permitted. The wielder can assign his ten *mage missiles* as desired to any targets in range, including directing multiple missiles against a single target.

Wand of Mage Missiles

Base Cost 10,000gp: 20 charges *Mage Missile* 1st level effect. Apparent Value 30gp.

This oak wand has a bronze cap at each end. The wielder can expend one charge from the wand to fire bolts of arcane energy, as the spell *mage missile*. On the round the wand is used, the wielder can fire a *mage missile* that deals 1d4 🛡 damage to a target within 360'. The wielder does not have to make an attack throw to hit the target, and the target receives no saving throw. The wielder can fire another *mage missile* on his initiative every round thereafter that he maintains concentration without having to expend any additional charges. Once concentration is broken, however, the wielder must expend another charge to resume firing *mage missiles*.

Wand of Magic Discernment

Base Cost 10,000gp: 20 charges *Discern Magic* 1st level effect. Apparent Value 70gp.

This short, straight hawthorn wand is marked with a number of small carvings of stars and by a single large carving of a crescent moon. The wielder can expend one charge from the wand to *discern magic* as the spell. Areas, creatures, and objects within 90' which are in his line of sight and imbued with or affected by one or more magical effects are visible to him in a pale glow, as if the moon shone on them alone. However, **bewitchments** and **curses** cannot be discerned, and **invisibility** effects conceal both themselves and any other magic affecting their subject.

Wand of Metal Location

Base Cost 30,000gp: 20 charges 3rd level effect. Apparent Value 150gp.

This blue-stained oak wand carries a lodestone embedded in its tip. The wielder can expend one charge from the wand to discern the direction to the nearest concentration of metal weighing 10 or more stone within 90'. The wand will pull its wielder's hand vigorously to point to the metal. If multiple concentrations of metal are in range, the wielder will feel multiple forces attempting to twist the wand here and there; by choosing to allow this or that force to pull on the wand, he can isolate the direction to one concentration of metal each round. He can intuitively identify the type of metal detected by the "feel" of the pull, with silver having a light and airy feel, copper an electric tingle, iron a magnetic tug, and so on. If multiple types of metal are present in one concentration, he will be able to identify the most common metal in that deposit. However, the wand cannot detect any metal shielded by lead or gold, and will not detect the lead or gold itself if less than 10 stone is present, regardless of the mass of the shielded metals. The effect lasts for 6 turns.

Wand of Miasma

Base Cost 40,000gp: 20 charges *Cloud of Poison* 4th level effect. Apparent Value 30gp.

This hollow yew wand has a narrow opening at its tip. When outdoors or in a well-ventilated room, the wielder can expend one charge from the wand to produce a 30' diameter noxious yellow cloud, as the spell *cloud of poison*. The cloud spreads out from the tip of the wand and then moves 20' away from the wielder each round thereafter at the start of his initiative. A creature that begins its initiative in or enters the cloud takes 1 🐍 damage; if it has fewer than 5 HD it must succeed on a Death saving throw or die. The cloud persists until **dispelled** by magic, dispersed by strong winds, or 6 turns elapse.

Wand of Mutation

Base Cost 30,000gp: 20 charges 3rd level effect. Apparent Value 20gp.

This oak wand is twisted and warped in ways that are jarringly unnatural, its wood made to grow through a form by the promise of sunlight at the far end. The wielder can expend one charge from the wand to hideously mutate a living target within 120'. The target must make a Death saving throw. If the save succeeds, it feels goosebumps tingle on its skin but is otherwise not affected. If the save fails, one of the target's body parts is randomly transformed into that of an animal appropriate for his alignment and personality (Judge's discretion). To randomly determine the body part, roll 1d10: 1 - eyes; 2 - ears; 3 - nose and mouth (muzzle), 4 -shoulders and chest, 5 - left arm and hand, 6 - right arm and hand, 7 - both hands, 8 - buttocks (tail), 9 - both lower legs and feet, 10 - hair and skin. The victim of this hideous mutation suffers a -4 penalty to reaction rolls with 0th level humans unless he can conceal it, and might find himself unable to use certain armor, weapons, or other equipment. The effect is instantaneous. It can be restored with *repair disability and disfigurement* and *restore life and limb* or with ritual magic.

Wand of Noises

Base Cost 10,000gp: 20 charges *Auditory Illusion* 1st level effect. Apparent Value 30gp.

This willow wand has hollow sections that cause it to whistle when rapidly moved through the air. The wielder can expend one charge from the wand to create a false sound, as loud as the noise produced by thirty man-sized creatures, anywhere within 30', as the spell *auditory illusion*. The wielder can produce the illusion immediately and dynamically control it while he is within range, or cast it so that its duration begins when a particular trigger is met. In either case, the *auditory illusion* lasts for 2 rounds.

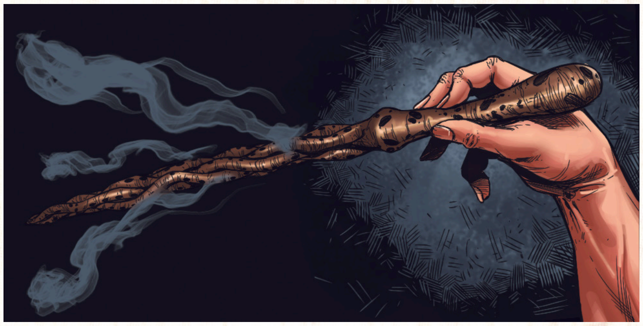
A **wand of noises** features prominently in the Syrnasan allegorical comedy *One Against Three*, used by the quick-witted sailor Ballaios when he is caught by a chimera. Ballaios tells the monster that he will consent to being eaten by its strongest head, whereupon the three heads (the golden lion head representing Aura, the black ram head Celdorea, and the sea-blue dragon head Jutland) begin fiercely arguing over which of them deserves to eat the sailor. Egged on by Ballaios discreetly casting illusory insults from the wand in their own voices, the chimera's heads eventually attack each other in rage. With the three heads weakened by their fighting, Ballaios in turn cripples them all by striking at the monster's soft belly, and becomes enormously rich from the trade goods which spill out.

Wand of Octadic Disorientation

Base Cost 50,000gp: 20 charges 5th level esoteric effect. Apparent Value 100gp.

This poplar wand is carved to resemble an octopus, with the cephalopod's head as the wand's base and its tentacles swirled together to form the wand's length. The tentacles are painted with black dots. The wielder can expend one charge from the wand to create a cloud of darkness centered on a location or object within 180', as the spell *tenebrosity*. The *tenebrosity* reduces any light to pitch blackness within 15' of the target location or object; bright light to dim light within 30' of the target; and dim light to pitch blackness within 30' of the target. The *tenebrosity* also blocks out lightless vision. It lasts for 16 turns unless **dispelled** sooner.

As the cloud of darkness is produced, the wielder can fling up to eight target creatures within the cloud a distance of up to 20' horizontally. Each target creature must make an Implements saving throw. If the save succeeds, the creature remains unmoved. If the save fails, the creature is moved and, if the wielder desires, knocked **prone**. An affected creature can be moved in any direction desired, but cannot be moved outside the cloud of darkness. Absent being knocked down or other physical indicator (such as impact with another creature or object, or being left standing on loose earth instead of stone), affected creatures will not easily know they have been moved until they have left the *tenebrosity*.



Wand of Paralysis

Base Cost 50,000gp: 20 charges *Cone of Paralysis* 5th level effect. Apparent Value 20gp.

This thin wand is made of gnarled oak, the knots in the wood resembling the joints of elderly arthritic fingers. The wielder can expend one charge to produce a 60' long and 30' wide *cone of paralysis*. Each creature within the affected area must succeed on a Paralysis saving throw or become **paralyzed** for 6 turns.

Wand of Passage

Base Cost 60,000gp: 20 charges *Passageway* 6th level esoteric effect. Apparent Value 40gp.

This cherry wood wand is carved with swirling lines running over and through each other, with a single straight dark line running from end to end. The wielder can expend one charge from the wand to produce a temporary *passageway* 10' wide in diameter and up to 30' deep through concrete, plaster, stone, or wood, as the spell. The magical tunnel lasts for 6 turns or until dismissed by the wielder. Longer passageways can be produced by repeated use of the wand.

Wand of Physical Revulnerability

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 25gp.

This apple wood wand is carved with broken diagrams: elaborate sigils of protection marred by deeper, wild gouges in the wood. The wielder can expend one charge to cause any creature within the wielder's line of sight to lose its **resistance** to a type of physical damage (acidic, arcane, bludgeoning, piercing, poisonous, or slashing), or have its **immunity** reduced to **resistance**, unless the target succeeds on an Implements saving throw. The effect will negate a *physical protection* spell, reduce a *physical invulnerability* spell to the strength of the former, or similarly affect the natural immunity or resistance of a monster. If the target has multiple physical resistances and immunities, the wand will target immunities over resistances, then choose randomly if multiple immunities or multiple resistances exist. The wand's effects last 6 turns or until **dispelled**.

Wand of Phytogenesis

Base Cost 40,000gp: 20 charges *Plant Growth* 4th level effect (half time) or *Plant Shrinkage* 4th level effect (half time). Apparent Value 100gp.

The wood of this yew wand is green, as if it were freshly cut, and carefully etched with tangled vines. The wielder can expend one charge from the wand to amplify the natural inclination of plants. If activated during spring or summer, up to 3,000 square feet of ordinary vegetation within 180' becomes impassable thicket, as the spell *plant growth*. If activated in autumn or fall, up to 3,000 square feet of dense vegetation within 180' is reduced to easily passable grass and brush, as the spell *plant shrinkage*.

Wand of Ranged Regurgitation

Base Cost 30,000gp: 20 charges 3rd level effect. Apparent Value 40gp.

This yew wand is dyed the sickly green-orange shade of vomited regurgitant. The wielder can expend one charge to produce a cone of sickening necrotic energy, 40' long and 20' wide at the end. Each living creature within the affected area must make a Death saving throw. If the save succeeds, the creature feels a pang of nausea but is otherwise not affected. If the save fails, the creature begins **vomiting**. A vomiting creature cannot take any actions or speak, though it can still defend itself. The condition ends after 6 rounds, unless **dispelled** sooner.

Wand of Recognition

Base Cost 25,000gp: 20 charges choice of *Locate Object* 2nd level effect or *Discern Magic* 1st level effect = effective 2.5th level effect. Apparent Value 600gp.

The handle of this ash wand is cross-hatched, with four small diamonds set equidistant at the top of the hatching. The wielder can expend one charge from the wand to cast his choice of *discern magic* or *locate object*, as the spells. The wand is designed to find and identify magic items. By first using *discern magic* or *locate object* to find magic items in general, then using *locate object* repeatedly in series to see if the wand points out a specific item when queried, a wielder willing to burn charges can save days or even weeks of research.

Wand of Resizing

Base Cost 45,000gp: 20 charges choice of *Growth* 3rd level effect or *Shrinking* 3rd level effect = effective 4.5th level effect. Apparent Value 20gp.

This oak wand is visibly tapered along its length, with one end noticeably thicker than the other. The wielder can expend one charge from the wand and touch a humanoid with the stout end to increase its size, as the spell *growth*. Alternatively, the wielder can expend one charge and touch a humanoid with the slender tip to decrease its size, as the spell *shrinking*. In either case, the wand cannot affect humanoids larger than man-sized. Both effects last for 12 turns.

Wand of Rioting

Base Cost 45,000gp: 20 charges choice of *Madness of Crowds* (6/2 =) 3rd level effect or *Infuriate Crowd* 3rd level effect = effective 4.5th level effect. Apparent Value 200gp.

This knotted alder wand is decorated with a large hemisphere of carnelian at its base, the deep red stone riddled with dark veins. The wielder can expend one charge to enrage any living targets with fewer than 5 HD in a 20' diameter sphere within 360'. Each target within the area of effect becomes **infuriated** for 1 turn unless they succeed on an Implements saving throw, as the spell *infuriate crowd*. The wielder can expend two charges to drive mad any living humanoid targets with fewer than 5 HD in a 60' diameter sphere within 240'. Each target within the area of effect becomes **mad** for 1 turn unless it succeeds on an Implements saving throw, as the spell *madness of crowds*.

Wand of Scant Succor

Base Cost 30,000gp: 20 charges *Bestow Curse* 3rd level effect. Apparent Value 20gp.

This spruce wand has a striated wooden bulb at one end. Its innocuous appearance belies its true purpose: giving slow and painful deaths to its wielder's enemies. The wielder can expend one charge to afflict a victim within 45' with a powerful and vicious **curse**. The victim can resist the **curse** with a successful Implements saving throw. If the save fails, the victim's diet is treacherously narrowed. Thereafter he cannot eat meat, with the merest taste of animal flesh causing his stomach to empty in horror. Neither, however, can he eat plants or mushrooms, with even a morsel of either causing his intestines to expel their contents. The victim can still consume both dairy and honey, and can therefore stave off starvation, but he will eventually waste away due to nutritional deficiencies. Every month he will lose 1 point of CHA and 1 point of CON until he dies. The affliction cannot be **dispelled**, but it can be **lifted**. Thereafter the victim can recover 1 point lost CHA and CON per month that he eats a balanced diet.

Wand of Size-Stealing

Base Cost 60,000gp: 20 charges 6th level effect 60,000gp. Apparent Value 70gp.

This solid oak wand is carved to appear as a stalk of intertwined vines. Upon the wielder successfully touching the wand to a man-sized or smaller humanoid target and commanding "give" in Argollëan, the target's very size is stolen. The target and everything it carries is **shrunk** by one size category, as the spell *shrinking*. The wielder can then immediately touch the wand to himself or another adjacent man-sized or smaller humanoid to claim the stolen size, with the second target becoming **enlarged** by one size category as the spell *growth*. Both changes in size last for 12 turns or until **dispelled**. Touching unwilling targets requires successful attack throws, and unwilling targets are permitted an Implements saving throw to resist the effect.

Wand of Sleep

Base Cost 25,000gp: 20 charges choice of *Deep Slumber* (4/2 =) 2nd level effect or *Slumber* 1st level effect = effective 2.5th level effect. Apparent Value 250gp.

This thin holly wand bears a thumb-sized amethyst at its head, set into the wood so it is only visible from above. The wielder can expend one charge from the wand to put to sleep any living targets with fewer than 5 HD within a 10' diameter sphere, as the spell *slumber*. Each target with 2 HD or more can make a Paralysis saving throw. If the save succeeds, the target is not affected. If the save fails, or if the target has fewer than 2 HD, the target begins **slumbering** for 2 turns.

The wielder can expend two charges from the wand to put to sleep any living targets within a 20' diameter sphere, as the spell *deep slumber*. Each target can make a Paralysis saving throw. If the save succeeds, the target is not affected. If the save fails, the target begins **slumbering** for 8 turns.

Wand of Slipperiness

Base Cost 10,000gp: 20 charges *Slickness* 1st level effect. Apparent Value 50gp.

This teak wand is so highly polished that it appears perpetually wet, though it feels quite dry to the touch. The wielder can tap the wand against a touched object, willing creature, or 10' × 10' surface area and expend a charge to render the object, creature or area touched incredibly slippery for 3 turns, as the spell *slickness*.

Wand of Smokescreens

Base Cost 10,000gp: 20 charges *Wall of Smoke* 1st level effect. Apparent Value 60gp.

This ebony wand is flecked with spots of black paint of slightly differing shades. The wielder can expend one charge from the wand to produce an immobile opaque *wall of smoke* at a point within 180'. The wall is normally 1' thick and can be as large as 1,000 square feet. The wall can be made thicker than 1' with a proportionate reduction in area, but it cannot be made less than 1' thick. The caster can form the wall into almost any shape he desires, provided the entire wall is within the spell's range. However, the caster cannot evoke the wall such that it appears on or on top of creatures or objects. The wall lasts for 1 turn if not destroyed sooner.

Wand of Slumbering

Base Cost 10,000gp: 20 charges *Slumber* 1st level effect. Apparent Value 40gp.

The ends of this blue-stained oak wand line up perfectly despite a great crooked twist in its middle. The wielder can expend one charge from the wand to cause living creatures within a 10' diameter sphere up to 180' away to fall asleep for 2 turns, as the spell *slumber*. Creatures with fewer than 2 HD cannot resist the effect, and always fall asleep. Creatures with 2 HD or greater resist the effect on a successful Implements saving throw. Creatures with 5 HD or greater automatically resist the effect.

Wand of Spiders

Base Cost 16,250gp: 20 charges choice of *Webbing* 2nd esoteric level effect, *Summon Insect Swarm* 2nd level effect, or *Spider Climbing* 1st level effect = effective 3.25th level esoteric effect 32,500gp; Permanent (turn/level) drawback 1st level -19,000gp to max half cost = -16,250gp. Apparent Value 90gp.

This 15" long wand is made from dark oak carved with a spiderweb pattern along its bottom half. The wielder can expend one charge from the wand to cast his choice of the spells *spider climbing* or *webbing*. The wielder who focuses on the wand for 1 turn can expend one charge to summon two 2 HD **insect swarms** composed of crawling spiders, as the spell *summon insect swarm*.

Anyone who bears or carries the wand on his person will constantly hear arachnids skittering around him and frequently feel tiny legs crawling on his skin. These distractions inflict him with -1 penalty to surprise rolls and a -4 penalty to Listening proficiency throws.

Wand of Stolen Voices

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 150gp.

This wand is cut from rare pink hardwood the color of human flesh, a dimpled pattern carved over it suggestive of taste buds. The wand can be used to temporarily steal the voice of a foe for the wielder's own ends. The wielder can expend one charge to force a single target creature within 240' to make an Implements saving throw. If its save fails, the target is rendered **mute**; the wielder, meanwhile, can use the stolen voice to speak from any point within range. The effect persists as long as the wielder concentrates on maintaining the stolen voice. Once the wielder ceases concentration or has his concentration broken, the victim's stolen voice returns 1 round thereafter.

Wand of Substration

Base Cost 75,000gp: 20 charges choice of *Earth's Mire* 5th level effect or *Earth's Hardening* 5th level effect = effective 7.5th level effect. Apparent Value 40gp.

This mangrove wand is painted with a thick line down its center that subtly changes from brown to grey over its length. The wielder can expend one charge from the wand to transform up to 3,000 square feet of natural, uncut, unworked rock up to 10' deep into mud, as the spell *earth's mire*. Creatures entering the mire are slowed to 1/10 their normal speed and suffer a -2 penalty to AC. If the wand is used to transform a cave's rocky ceiling into mud, the ceiling falls to the floor and forms a mire on the floor. Any creatures struck by the falling mud suffer 8d6 🔨 damage, though a successful Blast saving throw reduces damage by half. The mud dries back into rock in 3d6 days.

The wielder can also expend one charge to transform up to 3,000 square feet of mud up to 10' deep into rock, as the spell *earth's hardening*. The rock softens back into mud after 1 month. However, if *earth's hardening* is used to harden mud created from rock by *earth's mire*, then the effect is permanent, as it simply **dispels** the earlier effect.

Wand of Sudden Elevation

Base Cost 40,000gp: 20 charges 4th level effect. Apparent Value 80gp.

This pine wand has a jewel-cut piece of glass at its tip. The wielder can expend one charge from the wand to target a creature within 180' and instantly teleport it straight upward exactly 360'. The effect fails against an unwilling target if it makes a successful Implements saving throw, and automatically fails if the destination point is occupied by another creature or object.

Wand of the Caterpillar

Base Cost 55,000gp: 20 charges choice of *Plant Shrinkage* 4th level effect or *Winged Flight* 3rd level effect = effective 5.5th level effect. Apparent Value 320gp.

The entire length of this wand is painted with leaves and flowers. Here and there, jade caterpillar figurines poke their heads out of small holes in the painted foliage. The wielder can expend one charge from the wand to sprout butterfly wings. He gains the ability to fly for 6 turns at a combat speed of 120' per round and exploration speed of 360' per turn, as the spell *winged flight*. Alternatively, he can expend one charge to produce a wave of phantasmal caterpillars that devour nearby vegetation. Up to 3,000 square feet of overgrown and impassable vegetation is reduced to easily-traversable grass and brush, as the spell *plant shrinkage*.

Wand of the Manticore

Base Cost 30,000gp: 20 charges 3rd level effect. Apparent Value 400gp.

This wand is carved from a white manticore spike with a large onyx set in its handle. The wielder can expend one charge from the wand to launch a volley of 6 bone-like shards at one or more targets up to 480' away. All of the targets must be within a 30' diameter area, but they can otherwise be chosen freely by the wielder. The wielder makes an attack throw as a fighter of his level with each shard against its target. If the attack succeeds, the shard deals 1d6 ➶ damage to its target with no saving throw permitted.

Wand of Threefold Flame

Base Cost 60,000gp: 20 charges 6th level effect. Apparent Value 200gp.

Three spiraling channels are cut into this ash wand in alternating directions, "blooming" into a trio of brilliantly carved roses at the base with their petals outlined in gold foil. The wand puts thrice the firepower of a **wand of fireball** in its wielder's hand, though with half the range and far more danger. The wielder can expend one charge from the wand to produce up to three 20' diameter *fireballs* within 180', each dealing 6d6 🔥 damage to all creatures within their areas of effect, or half that with a successful Blast saving throw. (The damage is not cumulative if the *fireballs*' areas of effect overlap.) For each *fireball*, the wielder must make a successful attack throw against AC 0. If the throw fails with an unmodified roll of 1, the *fireball* is centered upon the caster. On any other missed result, the center of the *fireball* scatters by 1d3 × 20' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point. While an errant *fireball* from the wand may kill the user or his allies, it will never damage the wand itself.

Wand of Thunder

Base Cost 45,000gp: 20 charges choice of *Thunderbolt* 3rd level effect or *Wall of Thunder* 3rd level effect = effective 4.5th level effect. Apparent Value 40gp.

This pine wand is carved along its handle with violently jagged lines. The wielder can expend one charge from the wand to create a 120' long and 5' wide bolt of electrical energy, as the spell *thunderbolt*. Each creature within the bolt's path suffers 6d6 ⚡ damage and is **deafened**, with a successful Blast saving throw preventing the deafness and half the damage.

If outdoors or in a well-ventilated room, the wielder can expend one charge to produce a 1' thick, 500 square foot wall of thunderous lightning and violent winds, as the spell *wall of thunder*. Any creatures that start their initiative or move within 5' of the wall are subject to attack as if from a readied 2 HD monster. If the attack hits, the creature suffers 1d6 ⚡ damage. Any creature passing through the wall automatically suffers 2d6 ⚡ damage. If not destroyed, **dispelled**, or disintegrated, the wall remains so long as the wielder maintains concentration on it. The concentrating wielder can move the wall along the ground up to 20' in any desired direction in range on his initiative each round.

Wand of Thunderbolts

Base Cost 30,000gp: 20 charges *Thunderbolt* 3rd level effect. Apparent Value 25gp

This ash wand has wavering grooves running down its entire length. The wielder can expend one charge from the wand to produce a 5' wide and 120' long *thunderbolt*, as the spell. Each creature within the bolt's path suffers 6d6 ⚡ damage and is **deafened**, with a successful Blast saving throw preventing the deafness and half the damage.

Wand of Transformation

Base Cost 90,000gp: 20 charges choice of *Transform Self* 6th level or *Transform Other* 6th level = effective 9th level effect. Apparent Value 700gp.

The shaft of this wand is made of oak, rowan and maple wood blended together as if saplings had been spliced into one tree. The wielder can expend one charge from the wand to transform either himself or a living creature of up to man-size that he is touching with the wand. If the wielder transforms himself, he immediately gains the form of a living creature of his choice, as the spell *transform self*. His new form can have up twice his own HD (12 HD maximum). He retains the new form 3 hours or until he voluntarily returns to his own form.

If the wielder transforms another target, that target immediately gains the form of a living creature of the wielder's choice, as the spell *transform other*. The new form cannot have more than twice the target's HD, or more than 12 HD. The target retains the new form for 1 month, or until it dies or the effect is **dispelled**. Touching an unwilling target requires a successful attack throw unless the target is **helpless**, and the target can resist the transformation with a successful Implements saving throw.

In either case, the recipient of the transformation gains all the physical and special attacks and characteristics of its new form, but retains its own mind and hit points. The wand cannot change its target into a duplicate of a specific individual, nor into a creature with more than one special ability (*), an incorporeal or gaseous creature, or a construct, elemental, or undead. Any form created by the wand is sterile.

Wand of Uncanny Gyration

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 70gp.

This wand of twisted maple is so well-balanced that it can stand vertically upon its pointed hexagonal tip. The wielder can expend one charge from the wand to telekinetically seize a target creature weighing 120 stone or less within 180'. The target must make an Implements saving throw. If the save succeeds, the creature avoids being seized by the uncanny grip. If the save fails, the creature has been telekinetically grabbed. The wielder can immediately toss the affected creature 20' in any direction, and can do so again on his initiative during each subsequent round of the effect. The effect lasts while the wielder maintains concentration, up to a maximum of 6 rounds.

If the affected creature attempts to attack, it begins to gyrate in the air due to its instability, becoming increasingly unstable if it continues to attack. The first attack throw has a -1 attack penalty, the second a -2 penalty, and so on, to a maximum penalty of -5. If flung into a hard surface, the creature inflicts and suffers 🔨 damage according to its weight, as per *force of impetus*. If the affected creature is up in the air, and either the duration expires or the spell is dispelled it will immediately plummet from the air, taking falling damage of 1d6 🔨 per 10' fallen.

Wand of Uncontrollable Mirth

Base Cost 20,000gp: 20 charges 2nd level effect. Apparent Value 60gp.

This thin ash wand has some spring to it, its length painted with a white feather. The wielder can expend one charge from the wand to conjure a 20' sphere of spectral feathers centered on a point within 180'. Each humanoid creature within the sphere must make a Death saving throw. If the save succeeds, the creature feels a moment of mirth but is otherwise unaffected. If the save fails, the creature begins to laugh uncontrollably. A creature caught up in such deep laughter is effectively **choking** – unable to speak or take actions but able to defend itself.

When the wielder's next initiative number comes up, if he maintains concentration, each affected creature must make another Death saving throw. If the save succeeds, then it stops laughing and the condition ends. If the save fails, the creature continues **choking** with laughter. The condition ends immediately for all affected creatures if it is **dispelled** or if the wielder's concentration ends.

Wand of Warring Phantasms

Base Cost 55,000gp: 20 charges choice of 4th level effect or 3rd level effect = effective 5.5th level effect. Apparent Value 300gp.

This short ivory wand is carved with a four-part pattern depicting a set of narrow daggers whose points meet at the wand's tip. The wielder can give the command "defend" or "deter" to expend one charge from the wand and surround a target creature within 360' with 1d4 illusory replicas of itself.

If the wielder commanded the wand to "defend", the illusions protect the target as per the spell *illusory duplicates*. The illusions expire immediately if the target casts a spell, and otherwise vanish when struck or after 1 turn.

If the wielder commanded the wand to "deter", the illusory replicas will interpose themselves between the target and those it attempts to attack in melee. Each time he makes a melee attack, the target must make an Implements saving throw. If the save succeeds, he manages to attack his actual target, but if the save fails, he accidentally strikes one of the illusory replicas and destroys it instead. Destroying one of the illusions does not count as felling an opponent and does not permit a cleave. The illusions do not hinder the target from making ranged attacks or casting spells; they vanish when struck or after 1 turn.

Wand of Webs

Base Cost 20,000gp: 20 charges *Webbing* 2nd level esoteric effect. Apparent Value 45gp.

The handle of this cottonwood wand is carved with a dense grid of lines, the inscriptions becoming shallower as they move away from the grip until disappearing shortly after the midpoint. The wielder can expend one charge to produce a 10' × 10' × 10' area of sticky webs at a point within 10', causing creatures within to be **webbed**, as the spell *webbing*. Unless burned away or dispelled, the webbing lasts for 48 turns.

Wand of Weighty Webbing

Base Cost 40,000gp: 20 charges 4th level esoteric effect. Apparent Value 25gp.

This cottonwood wand bears eight clean-cut notches at its knobby handle. The wielder can expend one charge from the wand to create a 10' cubed mass of gooey strands which last for 48 turns. While they resemble those created by the spell *webbing*, the weighty webs created by the wand are stickier and tougher. Paralysis saving throws made to escape the weighty webs are made at a -4 penalty, as are Dungeonbashing proficiency throws to break free. The weighty webs are impervious to all mundane damage. Cutting the webs requires a successful attack throw against AC 6 with a weapon dealing 🗡 damage, while burning them requires 🔥 damage.

Wand of Winter Wounds

Base Cost 27,500gp: 20 charges choice of *Frostbite* 2nd level effect or *Cone of Frost* (3/2 =) 1.5th level effect = effective 2.75th level effect. Apparent Value 80gp.

This wand of white birch ripples with light blue "cracks" of energy wherever it is touched. The wielder can expend one charge from the wand to expose a target creature within 90' to *frostbite*. The target must make a successful Death saving throw or suffer 1d6 ❄ damage per round for 4 rounds, becoming frostbitten at the end of the duration. An arcane caster can expend two charges from the wand to produce a 60' long and 30' wide *cone of frost* that deals 6d4 ❄ damage to each creature caught within its area of effect, or half that damage if the creature makes a successful Blast saving throw.

Wand of Woe

Base Cost 60,000gp: 20 charges 6th level effect. Apparent Value 150gp.

The handle of this ebony wand is carved to resemble a human skull with small pieces of ivory set as overly-pointed teeth. A spellcaster can expend a charge from the wand to create a terrible 30' diameter blast of necromantic energy centered on a point within 180'. 4d8 HD of living creatures in the area each suffer 3d8 💀 damage, with a successful Death saving throw preventing half; those with fewest HD are affected first. The skeleton of each creature slain this way is immediately raised as an undead skeleton, tearing its way free of flesh and obeying the wielder's orders for 12 rounds, after which it crumbles to dust.

> *The living are but ghosts animating bones wrapped in flesh.*
> *They too can be made to serve.*
>
> Ishme-Dagon, *The Corporium*,
> Vol. 5 "On the Higher Art of Necromancy"

MISCELLANEOUS ITEMS

A miscellaneous item is any magic item that does not fit into another category. Whether permanent, periodically usable, or charged, magic effects can be worked into almost any physical object, ranging from dust, pebbles and sticks to spacious tents, mighty thrones, and cities built in miniature. Miscellaneous items can be used by any character unless indicated otherwise. The apparent value of miscellaneous items varies heavily, but is typically at least that of a well-crafted mundane item of the same kind unless intentionally made to go without notice.

The caster level for a miscellaneous item's effect is equal to the lowest caster level needed to cast that level of spell. Any time a spell cast from a miscellaneous magic item triggers a Spells saving throw, the target makes an Implements saving throw instead. Paralysis, Death, or Blast saving throws are not replaced by Implements saving throws, however.

Aesri's Broom

Base Cost 292,000gp: Permanent (1/hour) 4th level effect (flight) 48,000gp; Permanent (1/hour) *Illusory Duplicates* 2nd level effect 24,000gp; Permanent (1/day) *Indiscernibility* 4th level esoteric effect 30,000gp; Permanent (1/turn) *Death Ward* 4th level effect 100,000gp; Permanent (1/turn) 3rd level effect (listen to wielder for whistle) 75,000gp; 1/day 3rd level effect (teleport to hand) 15,000gp. Apparent Value 600gp.

This broom, crafted by the great witch Aesri the Short-Changed, resembles a traditional **witch's broom**, but thorough examination reveals its extraordinary quality. Its polished handle was cut from the oldest tree in Krysea and its bristles are bound with the hair of dryads, naiads, and oreads. The broom can fly with a combat speed of 80' per round and an exploration speed of 240' per turn when carrying a single rider of up to 20 stone. It can carry up to twice that weight and fly with a combat speed of 60' per round and an exploration speed of 180' per turn.

Aesri, shadowed by great powers from beyond, fashioned protections into her broom against their threats and devices. The broom's rider is surrounded by 4 *illusory duplicates*, as the spell; these are struck in lieu of her by targeted attacks or spells, with images returning at a rate of one per 3 turns when depleted. The rider and her equipment are shielded from *scrying* and *locating* spells, as the spell *indiscernibility*. She is also **immune** to **curse** and **death** effects, as the spell death ward. Passengers carried by the broom do not enjoy any of these protections, however.

Once a rider has ridden on the broom for 1 day, the broom becomes attuned to her. It thereafter listens for her call, ready to enable her flight from danger at a moment's notice. Once per day, by loudly whistling and holding out her hands, an attuned rider can summon the broom instantly to her from anywhere within 10 miles. Aesri's broom can only be attuned to one creature at a time.

Alabaster Robe

Base Cost 48,000gp: Permanent (1/hour) *Deflect Ordinary Missiles* 3rd level effect 36,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 100gp.

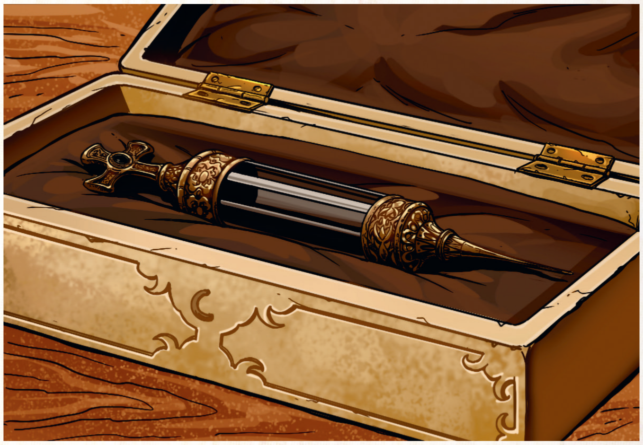
This linen robe appears as if carved from high quality alabaster, its white traced with lines of gold and brown. The robe's stony folds automatically deflect missile attacks dealing mundane damage directed against its wearer, as per the spell *deflect ordinary missiles*. Attacks made with silver weapons are not deflected, however, and attacks with an area of effect can still harm the wearer if he ends up in the area after deflection.

The robe's stone-like appearance also allows the wearer to blend with stone environments. In areas with significant natural or worked stone (such as caverns, stone buildings, or rocky terrain), the wearer gains proficiency in Hiding if not already proficient, with a target throw of 12+. If already proficient in Hiding, the wearer instead gains a +8 bonus to Hiding proficiency throws in such environments.

Alchemist's Tube

Base Cost 19,000gp: Permanent (turn/level) 1st level esoteric effect. Apparent Value 50gp.

This strange bronze and glass instrument rests in a small ivory box. Its construction centers around a glass tube the size of a finger, with bronze fittings etched with various alchemical symbols attached. One end is fitted with a flange by which the tube might be held; at the center of this lies a knob at the end of a rod, attached to a plate inside the tube. At the other end, a metal cap narrows to a long sharp point with a minute hole in its center.



By placing the tube's pointed tip into a potion flask and carefully withdrawing the knob, a person can extract a portion of the potion's effect. The Judge should secretly roll a magic research throw on behalf of the user to see if the extraction was successful, applying bonuses as appropriate for Alchemy, Magical Engineering, or other proficiencies or powers that would be relevant to brewing potions, and applying a penalty equal to twice the level of the potion effect.

If the throw succeeds, the extraction functions exactly as the original potion. If the throw fails with a natural 1, or a modified roll of 1 or less, the extraction has the opposite effect, as determined by the Judge. (A **counter-potion of curing** might deal damage; a **counter-potion of invisibility** might make a creature glow brightly.) If the throw fails with a natural 2-3, or by missing the target value by at least 4, then the extract functions like a **potion of hallucination**. If the throw fails by any other value, the extraction is inert. The possible results of an extraction cannot be distinguished from each other except by use.

When the sharp tip is stuck into a living creature and the knob pressed in, any fluid in the tube will be injected and its effect, if any, applied. The extraction cannot be stored or ingested by other means, becoming ruined immediately upon leaving the tip unless it passes directly into a living creature's blood. Three extracts may be made from a given potion. A potion from which one or more extractions has been taken can no longer be used for its original effect; however, it still retains a proportionate amount of its value for use as special components in magic research.

> **Designer's Note:** The effects of and efficacy of duplicated potions here are based on the ability to make Quacksalves, as detailed in the Montebank class in ***AXIOMS 5***. Quacksalves would normally have a base cost of 10% of a true potion. As the portioned potion is used to substitute for component cost, material cost, and research cost, a potion only contains enough material for three attempted quacksalves. The remaining 10% of the potion's value is lost, and can be considered to account for the lack of need for brewing equipment. For the sake of consistency with normal magic, the Montebank's Quacksalve Skill Progression is replaced with a magic research throw appropriate to the user's level. As all Montebank projects involve a sample or formula, no additional bonus for the presence of such is given beyond this improvement in progression.

Alluring Lyre

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 550gp.

This 7-stringed maple lyre has a chain of flowers inlaid in silver along its edges. A musician proficient in the use of this instrument may use it to weave enchantments over his audience, as the Magical Music proficiency. The lyrist can cast *slumber* on an audience of one or more creatures by performing a melodic lullaby, or cast *beguile humanoid* on an audience of one creature by performing a song praising their virtues. If the lyrist already has the Magical Music proficiency and knows one or more of those musical effects, he can instead perform an appropriate number of additional effects of the Judge's choice. The lyrist must select and indicate his audience using eye contact, hand gesture, etc. The target audience must be within earshot and line of sight, not already in combat, and able to understand the user. Once the audience is selected, the lyrist must make a proficiency throw against a target value of 5+. The lyrist must have at least one rank of Performance (lyre). If the lyrist has additional ranks of Performance, he gains a +1 bonus for each rank to his throw, up to two additional ranks. If the proficiency throw is successful, the musical effect begins immediately and lasts until the lyrist ends his performance. If the lyrist performs for 1 turn, the effect lasts until he ends his performance and then for the duration of the spell thereafter. If the proficiency throw fails, the magical music has no effect and cannot be tried again on the same audience that turn.

Altar of Faith's Service

Base Cost 14,500gp: 3/week not more than 1/day (periodic with cooldown) choice of *Restore Life and Limb* 5th level effect, *Cure Disease* 3rd level effect, or *Remove Curse* 3rd level effect = effective 7.25th level effect 29,000gp; 3/week drawback *Quest* 6th level esoteric effect -24,000 to max half cost = -14,500gp. Apparent Value 900gp.

Measuring 6' long × 2' wide × 3" thick and weighing 50 stone, this alabaster altar-top is consecrated to Mityara, Mother of Mercy. A Lawful divine caster can use the altar-top by setting it on a stone or wood base, placing a lit torch on each corner, and imploring Mityara for aid. Thrice per week (but not more than once per day) the altar can be used to cast one of the following spells: *cure disease*, *remove curse*, or *restore life and limb*. In return for this aid, the creature being cured must accept a *quest*, as the spell. The Judge should provide the creature a difficult but achievable task based on Mityara's spheres of community, charity, and civic virtue, such as to purify a source of corruption or to give away a tenth of his income as alms for a year. If the altar is used to heal one who cannot accept such a quest for whatever reason – a failed restoration of life, a lack of sapience, or other infirmities that prevent action towards fulfilling such a quest – the quest instead falls on the divine caster who made the pleas for the Noble Lady's boon.

Amulet of Adamance

Base Cost 10,000gp: 5 charges 4th level effect. Apparent Value 300gp.

This jade amulet is carved into a stoic face, lips curling in neither smile nor frown. The amulet protects its wearer from all **enchantment** spells as well as from enchantment effects caused by monsters such as nymphs and sirens. It is a charged item and will eventually run out; each spell or effect blocked expends a charge from the amulet, which is found with 1d4+1 charges remaining. The jade face cracks and falls apart at the jaw when the last charge is spent.

Amulet of Clairvoyancy

Base Cost 18,000gp: 3/day not more than 1/hour (periodic with cooldown) *Clairvoyancy* 3rd level effect. Apparent Value 200gp.

This silver and platinum pendant disk depicts an all-seeing eye. Thrice per day, for 12 turns, the wearer can use the amulet to see through the eyes of another living creature within 90' by concentrating, picking a new target up to once each turn, as the spell *clairvoyancy*.

Amulet of Coagulation

Base Cost 24,000gp: Permanent (1/hour) *Physical Protection* 2nd level effect. Apparent Value 120gp.

White-pink and criss-crossed with red veins, this small triangle of jasper hangs from a chain by a small gold setting. The wearer's flesh can heal almost instantly from cuts and slashes; bloody lacerations are reduced to thin scabs by the time the offending blade has finished the blow. As a result, the wearer is **resistant** to slashing damage, as the spell *physical protection*. He reduces mundane and extraordinary slashing damage dealt to him by half and gains a +2 bonus on saving throws against spells or special abilities that deal slashing damage. Blunt, piercing, and other physical damage still affect him normally.

Amulet of Edification

Base Cost 37,500gp: Permanent (1/day) 5th level esoteric effect. Apparent Value 100gp.

The engraving on this slim silver amulet depicts an open book, rays of light shooting forth from it to the corners of the sky. A studious spellcaster (such as a mage, warlock, witch, dwarven craftpriest, elven spellsword, Nobiran wonderworker, or Zaharan ruinguard) wearing the amulet finds the world's mysteries illuminated by his spellbooks and grimoires, and is able to **unveil esoteric meaning** in the stars and spirits that he would otherwise miss. The gp value of the library he is using is doubled for purposes of his own magical research, and he is eligible for a bonus of up to +5 (instead of +3) from library value.

Amulet of Elemental Resistance

Base Cost 96,000gp: 4 Permanent (1/hour) *Energy Protection* 2nd level effects 24,000gp each. Apparent Value 200gp.

This amulet has a golden disc at the end of its chain, which has been worked into a depiction of the continent of Aurëpos circling the great Ammas Aurë sea; the Jutting and Meniri mountains rise up prominently, with the sun setting in the west. The wearer is **resistant** to cold, electric, fire and seismic damage, as the spell *energy protection*. He reduces mundane and extraordinary damage dealt to him by those four types by half, and gains a +2 bonus on saving throws against spells or special abilities that deal damage of those types.

Amulet of Fireball Immunity

Base Cost 24,000gp: Permanent (1/hour) 2nd level effect. Apparent Value 150gp, but obviously magical.

A strange red and orange dandelion floats at the center of this spherical glass pendant. The glass sphere covers the furthest petals of the fiery dandelion by the smallest fraction of an inch; if the sphere is shaken, the dandelion disintegrates into sprinkles of smoky ash that flutter about and then reform. The *fireball* spell was a revolutionary breakthrough in spell design, more dangerous than nearly any other spell of its level. Its discovery prompted the creation of these amulets in the centuries that followed, each crafted to negate that specific spell's destructive power. The wearer and all within 5' of him are **immune** to damage from *fireball* spells, whether produced by spellcasters, special abilities, implements, or other magic devices. The amulet provides no protection against other spells or sources of fire damage.

Amulet of Four Seasons

Base Cost 16,250gp: Half price 1/day *Gale of Wind* 2nd level effect 10,000/2 = 5,000gp; Quarter price 1/day *Scouring Zephyr* 4th level effect 20,000/4 = 5,000gp; Quarter price 1/day *Ice Storm* 5th level effect 25,000/4 = 6,250gp. Apparent Value 100gp, but obviously magical.

This teardrop-shaped glass amulet holds tiny miniature clouds floating within. The clouds are no mere sculptures, as they magically shift between the puffy white clouds of clear days and the dark and heavy clouds of thunderstorms depending on the season. By holding up the amulet and uttering its command phrase, a wearer can use the amulet to call on the sky's might once per day.

LIke the amulet's clouds, the amulet's power changes with the seasons. In spring and autumn, the amulet produces a sudden blast of 50mph wind, as per the *gale of wind* spell. Targets that start their initiative in, or enter, the gale's 10' wide and 60' cone must make Blast saving throws or be buffeted about.

In summer, the amulet calls a *scouring zephyr* from the skies. Targets in the zephyr's 10' wide and 60' cone must make Blast saving throws. Those that fail suffer 7d4 🗡 damage from abrasion and debris and are buffeted about by the wind. Those that succeed suffer half that damage but are not buffeted about. Because the amulet draws its power from atmospheric winds, the summer winds can only be summoned while outdoors or in a well-ventilated room. Using the amulet indoors in the summer will either summon a mere *gale of wind* or have no effect at all (Judge's discretion, depending on the location).

In winter, the amulet provokes a 20' diameter storm of freezing, razor-sharp hail at a target location within 360', as the spell *ice storm*, lasting for 1 round. Any target that begins its initiative in the area of effect, or enters the area on its initiative, suffers 9d4 ❄ damage, or half that damage with a successful Blast save. Movement through the area of effect is at half speed. The amulet calls the ice storm from the skies above; if the amulet is used to produce an *ice storm* when indoors or underground, it will strike the ceiling or surface above the intended area.

Amulet of Indiscernibility

Base Cost 30,000gp: Permanent (1/day) *Indiscernibility* 4th level esoteric effect. Apparent Value 2,000gp.

This glass pendant hangs from an electrum chain, a golden sphere at its core barely visible through swirls of black and grey. The pendant blocks any attempts to *scry* or *locate* the wearer or items on his person, and allows him to automatically refuse any attempts to establish telepathic links, as the spell *indiscernibility*. Anyone attempting to *scry* or telepathically contact the wearer will know only that he is protected from the effect, with no further details about how or why; if the wearer himself can cast *scry*, he has the normal chance to notice scrying attempts against him.

Amulet of Iskara's Touch

Base Cost 74,500gp: Permanent (turn/level) 1st level effect 19,000gp; 1/week *Transform Other* 6th level effect 18,000gp; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 500gp.

This aquamarine and green jade amulet is set on a short and complicated set of golden chains, each chain joined to the amulet by a clasp in the shape of a hydra's head, giving the appearance of a many-headed serpent poised to devour the world. The wearer is imbued with the legacy of the chthonic goddess Iskara, the Mother of Monsters.

The wearer is gifted with the ability to perform **grotesque arts of transformation**. When she casts transmogrification spells, the effects are calculated as if she were two class levels higher, and her targets suffer a -2 penalty to their saving throw. She gains a +2 bonus on magic research throws and increases her research rate by 10% when creating crossbreeds or researching transmogrification magic, and she is eligible to create crossbreeds or research transmogrification magic as if she were two caster levels higher. If the wearer also has the Transmogrification proficiency, her transmogrification spells are calculated as if she were three (rather than two) caster levels higher and her bonuses to magic research and research rate are increased to +3 and 15% respectively.

Once per week the wearer can alter the form of a man-sized creature, as the spell *transform other*. The wearer must first touch the target while speaking the command "progress" in Ancient Zaharan, requiring a successful attack throw unless the target is **helpless**. An unwilling target resists the effect on a successful Implements saving throw. If it is willing or fails the saving throw, the target is changed into the form of a living creature chosen by the wearer, of less than twice the target's HD and not more than 11 HD. The transformed creature gains all the physical and special attacks and characteristics of its new form, but retains its own mind and hit points. It retains the form perpetually, or until it dies or the effect is **dispelled**. The wearer cannot change the target into a duplicate of a specific individual, nor into a creature with more than one special ability (*), an incorporeal or gaseous creature, or an enchanted creature. Any form created by the wearer is sterile.

Chaotic creatures the wearer takes as her henchmen are utterly dominated to her will and have base morale scores of +4. They do not make loyalty rolls upon suffering calamities, and never treat being transformed or crossbred by the wearer as a calamity.

Amulet of Krystar

Base Cost 225,000gp: Permanent (1/turn) 6th level effect 150,000gp; Permanent (1/turn) 3rd level effect 75,000gp. Apparent Value 400gp.

This amulet is made from pieces of shattered obsidian assembled with careful work into an orb hung from a golden chain. Thin veins of gold are visible through the cracks in the glossy black rock. The amulet is a powerful ward against the sulfurous miasmas and scalding heat of volcanic fire. The wearer and all creatures within 10' of him are **immune** to fire damage, as the spell *energy invulnerability*. They automatically succeed on saving throws against spells or special abilities that deal fire damage, and ignore mundane and extraordinary fire damage dealt to them. Further, they are **resistant** to poisonous damage, as the spell *physical protection*. They reduce mundane and extraordinary poisonous damage dealt to them by half and gain a +2 bonus on saving throws against spells or special abilities that deal poisonous damage.

The amulet was crafted by the mighty but erratic elven mage Asmodean On Feana, who built his sanctum upon the active volcano of Mount Krystar to draw upon the fiery energy of that mighty place of power, believing himself safe due to his association with efreeti. The amulet is believed to have been lost with him when the mountain erupted with vast clouds of deadly brimstone and ash; the amulet was powerful enough to save him and his apprentices from the deadly environment, but not from the host of creatures which the eruption brought forth from the Elemental Sphere of Fire.

Amulet of Levitation

Base Cost 25,000gp: At-Will (concentration) 1st level effect. Apparent Value 100gp.

Hanging on a long chain, this clear glass amulet is filled with trapped bubbles. The glass bears an image of the moon in enamel on its face. By touching the moon-face to a creature or object and speaking a command word, the wearer can cause the target to move up or down in the air by 20' per round for as long as he concentrates, as the spell *levitation*. Unlike the spell, the amulet can affect targets of up to 200 stone in weight and can be used on unwilling targets; touching the amulet to an unwilling target requires a successful attack throw and gives an Implements saving throw to resist the effect. The effect continues for as long as the wearer maintains concentration, to a maximum of 1 turn, though the amulet can be used as frequently as desired. In order to levitate himself, the wearer must hold the amulet in one hand with the moon against his palm.

Amulet of Sky's Promise

Base Cost 36,000gp: Half price permanent (1/hour) *Growth* 3rd level effect 36,000/2 = 18,000gp; Half price Permanent (1/hour) *Shrinking* 3rd level effect 36,000/2 = 18,000gp. Apparent Value 300gp.

The front of this silver disc is engraved with an image of a heroically muscled man standing in a forest, reaching over a tree to grasp for the sun, the moon, and the stars beyond. The reverse bears an engraving of the same heroic figure standing in a large cave, brandishing a sword against a bear thrice his height. These engravings hint at the amulet's purpose: a wearer who dons the amulet will grow or shrink in size depending on his environment.

When outdoors underneath the sun, moon, and stars, the wearer and his equipment double in size, as the spell *growth*. When indoors, underground, or otherwise not under the sky, the wearer and his equipment instead shrink to half normal size, as the spell *shrinking*. When in a liminal space that is partly indoors and partly outdoors (like a covered porch or a building doorway), the wearer and his equipment take normal size. As the wearer moves from indoors to outdoors or vice versa, his size changes as he moves to match the environment. For instance, a wearer who has grown to large size outdoors who uses a movement action to move through a covered porch into a building becomes man-sized when he reaches the covered porch and small size when he goes inside.

Removing the amulet ends its effect, with the wearer and his equipment immediately returning to normal size. The effect is otherwise permanent and cannot be **dispelled**, despite how quickly it can change from one effect to another.

Amulet of Spell Absorption

Base Cost 18,000gp: 6 charges 6th level effect. Apparent Value 200gp.

This amulet has the appearance of a gleaming azure shield set on a gold chain. The amulet will prevent any spell of 3rd level or lower from affecting the wearer. This is a charged effect and will eventually run out, the shield's blue dulling to grey as the last charge is expended; the amulet is found with 1d6 charges remaining.

Amulet of Temperate Travels

Base Cost 61,500gp: Permanent (1/day) *Safe Travels* 5th level effect 37,500gp; Permanent (1/hour) 2nd level effect 24,000gp. Apparent Value 80gp.

This brass amulet, set on a leather thong, is decorated with an engraved horse, dolphin, and galley racing along the rim. The wearer's sojourns gain the blessing of Naurivas, Patron of Explorers. He receives a +2 bonus to throws to avoid getting lost and a +3 bonus to steer clear of wilderness encounters, as the spell *safe travels*. The wearer is also protected from the effects of either frigid or sweltering climates, as the spell *protection from temperature*. As with the spell, the wearer is protected only from one temperature extreme at a time; this power will not be effective until 6 turns have passed if the wearer somehow suddenly transits from one extreme environment to the opposite.

Amulet of the All-Seeing Eye

Base Cost 74,000gp: Permanent (1/turn) 2nd level effect (invisibility detection) 50,000gp; Permanent (1/hour) 2nd level effect (long-range vision) 24,000gp. Apparent Value 130gp.

This bronze amulet is engraved with the image of a songbird looking over its nest, each egg a small embedded precious stone. The wearer can see eight times further than normal, reducing his penalty to missile attacks at medium range to -1 and at long range to -2. In addition, he is able to pick out invisible creatures and objects as translucent shapes, as the spell *discern invisible*, but out to a range of half of a mile.

Amulet of the Ape

Base Cost 25,000gp: 1/day 5th level effect. Apparent Value 60gp.

This polished black stone amulet is roughly carved in the form of an ape's head. Once per day, by holding up the amulet while speaking its command word, the wearer can **stupefy** a target living creature within 240', reducing its intellect to that of a placid ape. The target can resist the effect with a successful Implements save, but if the target is an arcane spellcaster it suffers a -4 penalty to the throw. A stupefied target cannot cast spells, understand or communicate in any language, or fight effectively (though it can still defend itself). The effect is perpetual until **dispelled**. The amulet can keep up to nine targets stupefied at any given time; additional uses of the amulet automatically dispel the effect from those longest afflicted.

Amulet of the Cursed Glare

Base Cost 2,350gp: 1/hour cantrip effect 1,600gp, consume for *Bestow Curse* 3rd level effect 1,500/2 = 750gp. At 2 charges remaining **Base Cost 4,800gp:** add difference between 1/hour and 1/turn 1,700gp and second charge 1,500/2 = 750gp. Apparent Value 50gp.

This amulet consists of a flat glass disk painted in black, turquoise, and white with an evil-looking eye. 1d2 lengths of knotted cord hang from the disk below the eye's canthi like tear drops. The amulet can be used to inflict curses of varying strength on nearby victims. By rubbing the disk while staring at a target creature within 45', the wearer of the amulet can afflict the victim with chronic aches and pains that cause a -1 penalty on initiative throws. If the wearer snaps off one of the knotted cords while doing this, the pain becomes sporadic but unbearable instead of chronic; the victim has a 50% chance each round that it cannot act at all.

In either case, the victim receives an Implements saving throw to resist the effect. If the save succeeds, the victim feels a twinge of muscle pain but is otherwise unaffected. If the save fails, the victim's suffering is perpetual until the curse is **lifted**. When the amulet has both cords intact its minor curse can be used once per turn; when only one cord remains, the minor curse can be used once per hour; and when the last cord is broken, both the magic and color drain from the eye.

Amulet of the Iron Belly

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 100gp.

This iron amulet is set with a smooth-cut amethyst. The wearer is able to drink astonishing volumes of liquor without suffering any ill effect. Alcohol will never bring a flush to his face, make him **vomit**, render him **unconscious**, or leave him with a hangover in the morning. While mostly prized for these qualities, the amulet actually has a much broader function: the wearer is **immune** to all mundane poisonous damage from ingested poisons, and automatically succeeds on saving throws against ingested poisons with effects other than immediate death. He becomes **resistant** to extraordinary poisonous damage from ingested poisons and gains a +2 bonus on saving throws against ingested poisons with the effect of immediate death.

> *Wine turns the tongue into a blade without a hilt.*
>
> Besheradi Proverb

Amulet of the Maiden

Base Cost 20,000gp: 1/day *Iron Maiden* 4th level effect. Apparent Value 110gp.

This iron amulet is cast in the shape of a young woman with hands clenched together over her heart. Once per day, by holding the amulet against himself in the same position, the wearer can form an invisible crushing grip around a target creature within 120', as the spell *iron maiden*. The target must make a Death saving throw; on a successful throw he suffers 1d6 🔨 damage and the effect ends. On a failed throw he instead suffers 1d12 🔨 damage and is held **helpless**. The effect continues each round on the wearer's initiative until the effect is **dispelled**, the wearer ceases concentration, the target succeeds on a saving throw at the start of the wearer's initiative, or the target dies.

Angel's Favor

Base Cost 37,500gp: Permanent (1/hour) 1st level effect 12,000gp; 1/week choice of *Summon Winged Herald* 6th level effect or *Communion* 5th level esoteric effect = effective 8.5th level esoteric effect 25,500gp. Apparent Value 300gp.

This golden pendant holds a glittering opal, every color under the sky appearing to be reflected in its radiance. The opal has been polished with the golden ichor of a **herald angel** (see ***ACKS II Monstrous Manual*** p. 179). The angel's grace buoys the wearer's body and soul, granting him a +1 bonus to AC and saving throws. Once per week, if the wearer spends 1 turn in prayer while holding the pendant in his hands, he can ask the herald three yes-or-no questions, as the spell *communion*. If this prayer is made in a **sacrosanct pinnacle of good**, the wearer can call the herald angel into the world to aid the forces of Law until the next dawn, as the spell *summon winged herald*.

Antlered Crown of Ravanor

Base Cost 37,500gp: Permanent (1/day) 5th level esoteric effect. Apparent Value 350gp.

Mounted upon the thick golden band of this crown are the antlers from a magnificent stag, their points gilded and sharpened. An evil creation of the cult of Ravanor, Chthonic god of power and sacrifice, the crown allows arcane spellcasters to collect power in uncertain times through Ravanor's certain means. An arcane spellcaster wearing the crown can gain arcane power by blood sacrifice, and counts any arcane power from blood sacrifice as double its gp value. Rather than dissipate if unused, arcane power from the wearer's blood sacrifices remains within the crown indefinitely even if the wearer is not actively performing magical research, its gold tips shining with ever more luster as more power is added. Any arcane caster wearing the crown while conducting blood sacrifices becomes aware of the crown's stored power and thereafter has the option to use an amount of his choosing in his magical research projects.

Apple of Endless Slumber

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 1sp, but obviously magical if found where it would have rot.

This **cursed** apple shines an appealing red, unspoiled by dirt or time. The first living creature to take a bite from the apple may fall into a deep magical **slumber**. A creature with less than 2 HD automatically falls asleep, but one with 2 HD or more can resist the effect with a successful Paralysis saving throw. The sleeping creature is **helpless**, **blind**, **deaf**, and **mute**, and the curse prevents it from waking from any stimulus – even if moved, attacked, or damaged. The effect can be **dispelled** or **lifted** by a caster of 8th level or higher, or by a kiss on the victim's lips from royalty of the opposite sex. A *divination* or *fate* spell cast upon the affected creature will reveal the specific condition to awaken it.

An **apple of endless slumber** drives the narrative of the Rornish comedy *Eirwen the Enchantress*: the titular character is insulted by a quarrelsome princess and prepares the cursed fruit as revenge, but the witch's gluttonous rat familiar steals a bite of the apple first. Unable to remove the enchantment with her spells, she spends the remainder of the play attempting increasingly outlandish schemes to obtain the princess's kiss for the blissfully snoring rat.

Apple of Lightning's Roots

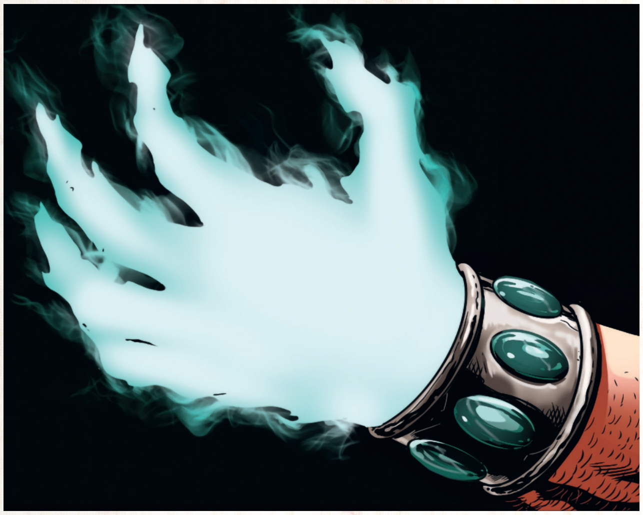
Base Cost 1,500gp: Single charge *Lightning Strike* esoteric 3rd level effect. Apparent Value 100gp.

This ornamental apple has a golden body and a silver stem. Though indistinguishable by the eye from precious metal, the apple is as soft to the touch and light in the hand as fruit; if bitten, the apple is always ripe and sweet as nectar. Eating the apple under ordinary circumstances wastes its potent magic, however. If the apple is left uneaten until it is brought within 480' of a thunderstorm, it begins to crackle with static electricity; whoever first bites the apple is then granted the ability to call down a bolt of lightning each round for 5 turns, as the spell *lightning strike*. The *lightning strikes* remain available until either the spell duration or the thunderstorm ends. The remainder of the apple becomes inedible gold once its magic is activated. By ancient tradition long predating the Day Without Night, dwarven machinists consider a bite-marked **lightning's root apple** to be a sacred insignia of their craft.

Armband of the Ethereal Appendage

Base Cost 17,000gp: Permanent (1/hour) 1st level effect 12,000gp; 1/day 1st level effect 5,000gp. Apparent Value 300gp.

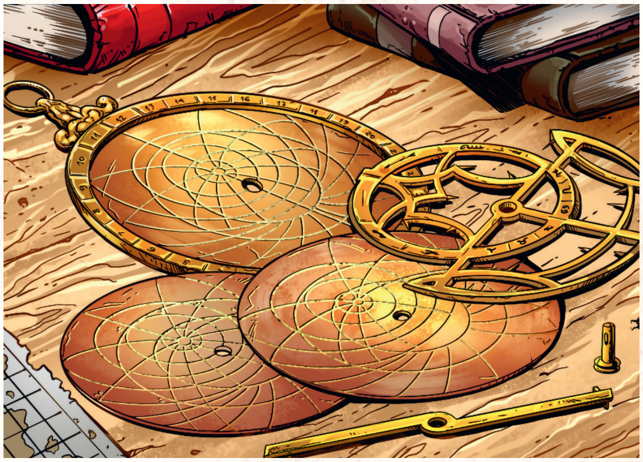
This silver armband is set with five small equidistant jade ovals. When worn on the arm of a person who is missing a hand or fingers, the band conjures a facsimile of the missing parts which appear to smoothly blend into remaining flesh, even recreating lost scars or tattoos. The conjured appendage moves as the wearer's original hand would, though with dulled sensations. Any penalties incurred from the lost appendages are negated, though the armband does not provide any healing to recover from a freshly-inflicted mortal wound which inflicted such a loss. The armband cannot be worn if the arm itself is destroyed or damaged enough to require amputation. Once per day, by swiping his thumb across the other fingers of the ethereal hand, the wearer can gain the ability to manipulate things beyond his reach. For up to 6 rounds he can concentrate to move an object or creature within 45' and weighing up to 2 stone; each round he can move the target up to 20' in any direction, in the same manner as the spell *telekinesis*. An unwilling target creature, or an object held by an unwilling creature, can resist the effect with a successful Implements saving throw.



Astrolabe of the Vasty Deep

Base Cost 18,000gp: 1/week 6th level effect. Apparent Value 300gp.

The circular brass frame of this astrolabe is adorned with a short inscription in Ancient Tirenean – a promise to reveal more wonders than the world can bear. A dozen brass plates sit within the frame, etched on each side with the stars of various latitudes; together, the plates span an area that reaches beyond the Northern continent Danea and the Southern continent Ulruk.



When its command word ("further" in Ancient Tirenean) is whispered, the astrolabe can lead its user to strange and anomalous sites where the celestial sphere of Cybele abuts other spheres of existence. The Judge should make a Searching proficiency throw on behalf of the user after 3 turns of concentration. The target value for the throw is 4+, or 2+ if the caster has the Knowledge (astrology) proficiency. If the throw fails, the effect ends, and the astrolabe cannot be used again in this manner for a week. If the throw succeeds, the user feels a slight pressure on the disc, indicating the direction and approximate distance to the nearest unrevealed site within 500 miles where transit between the spheres is possible without requiring the use of ritual magic. The user can continue Searching with the astrolabe to seek further transit sites. The effect ends when the user fails a throw, when all such transit sites have been revealed, or when none are present in range. Because each roll is made in secret by the Judge, the user cannot be certain whether it has ended because he has failed or because there are no further transit sites to be found. The Tower of Knowledge knows such transit sites to be rare and fleeting, appearing briefly only to vanish soon after in accordance with the alignment of the spheres; most are either tied to unusually strong places of power or to short-lived ritual magic conducted by the foolhardy.

A particular type of transite site is said to exist far out at sea, where ships might vanish into the night with nary a trace. Some sages speculate that these ships have slipped into an adjacent celestial sphere, and reference the unusual arrival in 302 IY of an unconventionally-designed ship which suddenly sailed through the Pillars of Dawn. Its cargo of highly exotic trade goods caused such a stir in the market that the Tower of Knowledge sent a sage to interview its captain, a strong and remarkably ugly man by the name of Temphis Haggart. He claimed to have arrived from wondrous foreign lands by sailing three days due west – despite this placing his origin in nothing but open ocean. When the sage protested this impossibility, the captain responded cryptically that after a brief seaward jaunt he would once again see the panthera petals on the breeze, for when guided by his astrolabe his return home was a forgone conclusion.

Atlas of Dominion

Base Cost 99,000gp: 1/turn *Locate Place of Power* 6th level effect. Apparent Value 300gp.

This thick tome is bound in dark blue leather the color of the midnight sky, the worn gold foil embossed into its cover in an irregular collection of overlapping lines and circles. The first page bears dozens of signatures, each from a prior owner of the volume. Each following page is covered in maps and diagrams, annotated in a number of different hands. Some pages have but a single initial draft, while others are so covered in ink that the paper can only be seen in spots where the oldest ink has faded. Most ink is of a conventional kind, but some work was done in a shaky hand with what appears to be blood, mud, and other unsavory fluids.

The maps and diagrams bear no resemblance to any known geography, while the annotations are little more than numbers without context. Should the would-be reader add his true name to the first page, however, the contours of the map are revealed to correspond to the flow of energies through and into the world. Examination of the book with a writing implement in hand thereafter allows the reader to find places of power. By turning from page to page and cross-referencing various diagrams, the reader will eventually discover the page that approximates his location to within a 12–mile radius (i.e. within the area of a 24-mile hex). After 1 turn of work correcting the prior diagrams to account for present circumstances, he can ascertain the direction and approximate distance to the most potent place of power within range, as well as its type (e.g. “sinkhole of evil”). Each consecutive turn of work will reveal successively powerful places of power to the same detail until all places of power within range are known and identified.

Augury Sticks

Base Cost 10,000gp: 1/day *Augury* 2nd level esoteric effect. Apparent Value 5gp.

This set of seven teak sticks is stored in a slim sweet-smelling limewood box. Each stick is 6” long and inscribed with a different Skysotani tamgha (rune). Once per day, the sticks can be used to foresee whether a particular action is likely to bring about good or bad results in the near future (3 turns), as the spell *augury*. To activate the magic, the user must state the intended action, toss all seven sticks into the air, and examine how they fall. If the angles formed by the tamgha at their points of overlap are acute, then the proposed action will bring weal; if the angles are obtuse, the action will bring woe. The augury is not always accurate, however. The Judge secretly makes a magic research throw on behalf of the user, with a natural roll of at least 7 always succeeding. If the throw succeeds the augury is accurate, but if the throw fails it is false and misleading. Additional attempts to cast the sticks within the same day will result in jumbled and inconsistent angles that reveal no information.

Bag of Burgeoning Beans

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 1sp.

This green velvet pouch holds a number of brightly colored dried beans. Tossing a single bean, or even a handful of beans, on the earth produces no effect; but if the entire contents of the pouch are scattered onto fertile soil, the beans will immediately take root and collectively sprout a mighty beanstalk 5’ across and 160’ tall. The beanstalk will grow as straight as its environment allows, diverting around ceilings and springing out windows or down hallways rather than damage existing structures. A user aware of the beans’ nature could even make the beanstalk grow horizontally like a bridge by guiding it with a hastily erected cloth tent! The beanstalk is covered with fibrous striations, leaf petioles, and stemmed side shoots that make it as easy to scale as a siege ladder; creatures climbing it can do so at one-quarter combat speed. (A horizontal beanstalk can be crossed by man-sized and even large creatures as if it were a dungeon corridor.) The beanstalk cannot be **dispelled**, though it can be **disintegrated** or damaged in a manner equivalent to wood. After a month the beanstalk rots away.

Bag of Caltrops

Base Cost 100gp: Single charge cantrip effect. Apparent Value 50gp, but obviously magical.

This small pouch of hedgehog leather contains an impossibly large number of iron caltrops. When the bag’s contents are emptied, they magically spread out to cover an area 20’ by 25’ in the direction poured with no need for manual placement. Creatures moving at half combat speed or less can move through the area safely. Creatures moving at combat speed must succeed on a proficiency throw of 7+ per 5’ of movement through the area; mounts must instead throw twice per 5’. If a creature fails the throw, it steps on a caltrop. Stepping on a caltrop deals 1 ➶ damage at combat speed or 1d4 ➶ damage at running speed. A charging or running mount that steps on a caltrop also falls **prone** and becomes **incapacitated** until the damage is healed. Its rider must succeed on a Paralysis saving throw or be thrown, suffering 1d6 🔨 damage from the impact. Riders with both Mounted Combat and Riding proficiency automatically succeed on this save. Once the **bag of caltrops** has been emptied, it becomes an ordinary 20-ounce bag; the caltrops themselves could be collected for re-use, but it would take 20 bags to hold them.

Bag of Oblivion

Base Cost 72,000gp: Permanent (1/hour) 6th level esoteric effect. Apparent Value 15gp.

This small sturdy sack has triple-stitched seams of bronze, silver, and gold thread. It can be distinguished from the virtually identical **bottomless bag** by the fact that its bronze threads shine brighter than the gold threads of its counterpart. Like the **bottomless bag**, the bag can hold items totaling up to 100 stone within its 10’ × 5’ × 3’ volume. Its contents are not safely stored, however; each item disappears after being in the bag for 1d12 turns after the bag is closed. Items which vanish in this manner are typically lost forever, though at the Judge’s discretion creatures lost within might find themselves on distant worlds, legendary artifacts might be freshly interred deep in ancient dungeons, and so forth.

Bag of Stolen Voices

Base Cost 39,000gp: 1/day 4th level effect 20,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 5gp.

This small canvas pouch is bound with a thick cord. It is enchanted to capture the voices of others for later use. Once per day, when the bearer of the bag loosens its cord and whispers its command word, the bag can steal the voice of a target creature within 45’, rendering it **mute** unless the target succeeds on an Implements saving throw. The bag can retain up to five voices at a time, with the oldest voice within released when a new one is captured. All of the voices escape at once if the bag is fully opened. Otherwise, each victim will remain mute until the effect is **lifted** from them or they die. The bearer can imitate any of the voices contained therein. His performance is indistinguishable from the original on a proficiency throw of 11+, or with no chance of error if he has the Mimicry proficiency.

Bag of Winds

Base Cost 9,250gp: 3/week not more than 1/day (periodic with cooldown) *Gale of Wind* 2nd level effect 8,000gp, consume for single charge 5th level esoteric effect 2,500/2 = 1,250gp. Apparent Value 600gp.

Made from the hide of a brown dragon and bound with the heartstrings of a giant roc, this bag contains powerful winds. By gently unbinding the bag and pointing its mouth in the desired direction, the bag's bearer can produce a *gale of wind*, as the spell. The winds take time to regain their strength after they are loosed, so the bag can only be used thrice per week, and not more than once per day. Attempts to unloose the winds from the bag before they have regained their strength result in nothing more than a mild puff of hot air, even if the bag is cut apart or pulled completely open.

Should the bag be openly fully or ruptured while the winds are at full strength, however, they rush out in a cyclonic torrent and form a tornado, as the spell *control weather*. If the winds were accidentally or unintentionally released, the unexpected tornado will be centered directly on the bag and will dissipate after a single round of effect. If the winds were intentionally unleashed by the bearer, he can control and sustain the tornado by concentrating and remaining stationary, as with the spell. Once the tornado dissipates, the winds are gone forever and the bag is inert.

Banner of the Bloody Dawn

Base Cost 200,000gp: Single charge *Undead Legion* 9th level ritual effect. Apparent Value 250gp.

This black-trimmed battle standard depicts a red sun dripping blood rising over a field of purple. The banner is charged with necromantic power, enough to turn a site of sorrow into a site of sacrilege. When the pole carrying the banner is thrice struck against the ground while the bearer speaks his name and demands a response, the dead of the battlefield, catacomb or other place of death will rise to obey him, as the spell *undead legion*. Up to 4,400 HD of undead skeletons or zombies will be raised, subject to available corpses and their condition. Once raised the undead will mindlessly obey the verbal orders of whoever holds the banner, otherwise remaining stationary. The undead legion persists until destroyed or **dispelled** or until the banner is destroyed. The banner will only function once, no matter how many corpses are animated in its use.

Banner of the Lost Legion

Base Cost 20,000gp: 3/week not more than 1/day (periodic with cooldown) *Spectral Legion* 5th level effect. Apparent Value 150gp.

This deep blue elven war standard is infused with illusion magic that allows a single elven soldier to command an entire unit of phantasmal soldiers. When the banner is affixed to a pole and held aloft as a standard, its bearer can activate it by speaking its command phrase in Argollëan: "*Érigid ó chuimhne ocus serbaid mar sochraite*" ("Rise from memory and serve as soldiers"). A company-sized force of illusory elven soldiers with different faces but the same soulless eyes will instantly appear to serve the standard-bearer for as long as he maintains concentration, functioning as the spell *spectral legion*. By varying the final world of the command ("archers," "cataphracts," etc.), the banner's bearer can equip the illusory elves as different sorts of elven troops, calling light infantry on one occasion, bowmen on another, as best-suited to fool the enemy. The banner can be used thrice per week, but not more than once per day. The use of such banners during the Bitter War led to dwarven legends about a "ghost legion" of elves that appeared seemingly from nowhere on crowded battlefields and disappeared without a trace after a particularly daring cavalry charge or well-timed volley of arrows.

Barrel of Baboons

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 1gp.

This **cursed** iron-banded oak barrel weighs 3 stone and seems to be nothing more than an ordinary casket, though its lid is curiously marked with several curved lines of yellow paint. Anyone opening the barrel, however, finds it stuffed to the brim with a dozen screeching *rock baboons* (see ***ACKS II Monstrous Manual*** p. 33). The baboons immediately tumble out of the barrel in a series of violent jumps and kicks, spreading out in a 10' radius around the barrel. If the floor around the barrel is occupied, the baboons will stand atop the barrel, clamber on each other's shoulders, hang from the ceiling, and otherwise take up any available space to fit.

The twelve baboons act on their own initiative each round thereafter, following a simple imperative: "go bananas". In the absence of the fruit, they will attack any other creatures they encounter, and then search through the packs, saddlebags, chests, and any other containers of the fallen for foodstuffs. Should the baboons finish searching the area the barrel was opened in, they will split up into groups of 1d3 and continue their search, spreading out and hollering as they go. If they encounter bananas, however, the baboons will instead be distracted eating for 1 turn per stone of fruit per baboon. The baboons will vanish into thin air after 11 turns of causing havoc, or when slain or **banished**.

> *11th Froelen 380. The consignor's warnings about the consequences of opening the barrel at sea were, if anything, understated.*
>
> Captain's Log, *Triton's Wake*

Basin of Conjuring Water Elementals

Base Cost 20,000gp: 1/day *Conjure Major Elemental* 4th level effect. Apparent Value 300gp.

This basin is made of deep blue glass cut with a pattern of whorls and waves. Once per day, when the basin is filled to its brim with clean water, the user can speak an invocation to conjure a 12 HD **elemental** from the Elemental Sphere of Water (see ***ACKS II Monstrous Manual*** p. 117), as the spell *conjure major elemental*. The elemental will obey its master's will so long as he maintains concentration, for up to 12 hours. He can dismiss the elemental at will to return it to its native sphere, but will lose control if his concentration is lost or the elemental moves more than 360' away from him. An uncontrolled elemental will attack the user and his allies before returning to its native sphere; it may not be dismissed by further use of the basin, but can only be **banished** or outlasted.

Basin of the Maelstrom

Base Cost 30,000gp: 1/day *Level Water* 6th level esoteric effect. Apparent Value 10gp.

This ceramic bowl is painted in blues, green, and whites, with foaming waves depicted under a clear blue sky. When the bowl is filled with water, swirled violently, and tilted toward a target location within 360', it will *level water* as the spell. The water in the basis will gradually drain out of the basis over 10 turns, at which point the effect ends. While a *level water* spell has several uses, the **basin of the maelstrom** is intended primarily to whip up great whirlpools, 110' in diameter and 22' deep, capable of breaking or swallowing ships. When used in this manner, the water swirled in the bowl will form a miniature imitation of the great whirlpool in the water. The **basin of the maelstrom** can be used once per day.

Bell of Telith

Base Cost 67,000gp: Permanent (1/hour) 2nd level effect 24,000gp; 1/day *Boil Blood* 5th level effect 25,000gp; 1/week *Prophetic Dream* 6th level esoteric effect 18,000gp. Apparent Value 200gp.

This cast bronze bell has been burnished with ruby red culprite so that it appears to glow with heat. Bells of this kind were first forged by Thrassian cultists of Telith, the Egg of Mountains, goddess of earthquakes and volcanoes; Telith's grand temple, situated atop a volcano in the Meniri Mountains, was purportedly hung with a dozen. The bells supposedly could protect her worshippers from the volcanic heat, and destroy nonbelievers with the same. Her priests and priestesses would sleep to the ringing of the bells and emerge with insights from fiery visions.

When hung on a structure or held by a creature, the bell continuously shields all creatures within a 5' radius from the effects of sweltering heat, as the spell *protection from temperature*. Once per day, when a creature rings the bell and points at a living target within 225', the bell can scorch the target's innards, as the spell *boil blood*. The target must make a Blast saving throw. If it fails, it suffers 8d8 🔥 damage and begins **vomiting** blood until the end of its next initiative; success reduces the damage to half and prevents the vomiting. In either case, if reduced to 0 hp or fewer, the target detonates in an explosion of boiling blood and burned body parts. The blast kills the target instantly and damages all other creatures within 5' for 1d6 🔥 damage, or half that on a successful Blast save.

Once per week, when a creature rings the bell and utters a plea for guidance to Telith, the bell will release a whiff of volcanic gas with entheogenic effects. The next time the bell ringer falls asleep, Telith will answer his plea with a short piece of meaningful information relayed as a *prophetic dream*, as the spell.

Belt of Banditry

Base Cost 9,500gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) drawback 1st level effect -12,000 to max half cost = -9,500gp. Apparent Value 20gp.

This brown leather belt is finely crafted, though devoid of obvious ornament; a secret scorpion-shaped mark on the underside of the thin silvered buckle praises Galmorm, Great Trickster and Chthonic god of thievery. The belt improves the ability of the wearer to perpetrate crimes, granting him a +1 bonus to his roll whenever he makes a hijink throw. However, the favor of the god of treachery can be particularly fickle, and a wearer who missteps will find his woes compounded; if he is caught while performing a hijink, the Judge should roll 1d4+2 instead of the normal 1d6 to determine the charges pressed against him.

Belt of Dwarvenkind

Base Cost 76,000gp: Permanent (turn/level) 4th level effect. Apparent Value 4,000gp.

Created to honor Prefect Franco Scaramuccius for his vital aid during the Beastman Wars, this splendid belt is layered with golden links, its large buckle a solid platinum depiction of a particularly proud and imperious dwarven face. In their gratitude the Meniri dwarves fashioned the belt to bestow upon its wearer the greatest of all boons: making him like a dwarf. The wearer gains all racial traits of a dwarf: their **hardy nature**, **sensitivity to rock and stone**, and ability to speak and read the **dwarf tongues**. The wearer's beard grows twice as fast, and his mannerisms become more dwarflike; this grants him a +1 bonus to the reactions, loyalty, and morale of dwarves, but a -1 penalty to the reactions, loyalty, and morale of humans and other demi-humans (gnomes and halflings excepted), who perceive him as exhibiting the worst of dwarven foibles. Whether the Prefect wore this belt after its presentation is a detail sadly missing from the historical record.

Belt of Giant Strength

Belt of Hill Giant Strength Base Cost 76,000gp: Permanent (1/3 turns) *Giant Strength* 4th level effect. Apparent Value 1,200gp.

Belt of Stone Giant Strength Base Cost 95,000gp: Permanent (1/3 turns) *Giant Strength* 4th level effect 76,000gp; Permanent (1/3 turns) 1st level effect 19,000gp. Apparent Value 1,200gp.

Belt of Fire/Frost Giant Strength Base Cost 124,000gp: Permanent (1/3 turns) *Giant Strength* 4th level effect 76,000gp; Permanent (1/hour) *Energy Invulnerability* 4th level effect 48,000gp. Apparent Value 4,000gp.

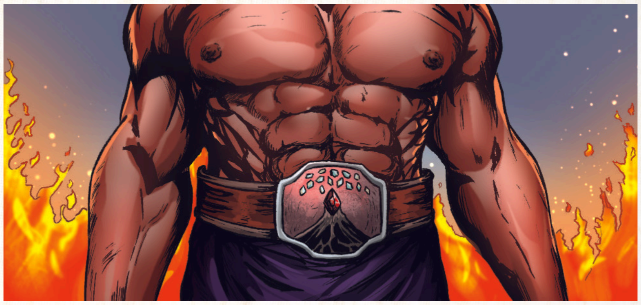
A mountain's peak is embossed on the buckle of this tall leather belt. The belt can be worn by a small or man-sized creature, but by nothing larger. The wearer is imbued with the strength of a giant; he gains +2 to melee attack throws and deals an additional die of damage with every physical attack. If his attack already deals a set of damage dice, it deals an additional set of damage dice with every physical attack (e.g. 4d6 instead of 2d6). He also gains a +8 bonus to Dungeonbashing proficiency throws, can throw boulders as a heavy ballista for 3d6 🔨 damage in a 5' radius out to 1,200' range, and doubles his normal carrying capacity. The effects of this belt, as with the spell *giant strength*, do not stack with any other effects that influence strength or size, only with the natural prowess (or lack thereof) of the wearer; a strong wearer has the strength of a strong giant while a runt of a man gains the strength of a runt of a giant.

While this alone makes for a formidable magic item, some belts possess additional abilities. The typical belt could more precisely be named a **belt of hill giant strength**. Rarer variations correspond to other known types of giant, with correspondingly varied appearance.

The **belt of stone giant strength** gives the wearer the keen aim of the stone giant, granting him the ability to hurl boulders with an additional +2 bonus to this attack throw. The mountain's peak depicted on such a belt is always barren stone, devoid of vegetation.

The **belt of frost giant strength** makes its wearer **immune** to mundane and extraordinary cold damage as the spell *energy invulnerability*, with even the breath of a white dragon causing only minor discomfort. The peak depicted on such a belt is capped by ice and snow formed of silver and platinum.

The **belt of fire giant strength** makes its wearer **immune** to mundane and extraordinary fire damage as the spell *energy invulnerability*, making even a *fireball* spell feel merely uncomfortable. The peak depicted on such a belt is volcanic, a ruby set as its caldera with a trail of small grey diamonds forming an ash cloud overhead.



Belt of Hardiness

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 25gp.

This thick camelskin belt is set with a brass buckle marked with a simple etching of a mountain. The wearer can endure great deprivation, tightening the belt to carry on despite his plight. While wearing the belt, it takes him 4 days without food, or 10 days at half rations, to become **underfed**. It takes a further 10 days of being underfed with no food, or 20 days being underfed with an average of half rations to begin **starving**, twice the time it would normally take. Likewise it takes him 2 days without water, or 4 days with half enough water, to become **dehydrated**. Once starving or dehydrated he loses only 1 point of CON per every 2 days per condition, half or less the usual rate. If he finally regains steady access to food and water, he must eat and drink twice the usual amount per day to recover until no longer underfed or starving.

Belt of Oozekind

Base Cost 55,000gp: Permanent (1/3 turns) *Slickness* 1st level effect 19,000gp; Permanent (1/hour) 1st level effect 12,000gp; Permanent (1/hour) *Physical Protection* 2nd level effect 24,000gp. Apparent Value 20gp.

This green leather belt is of the large and sturdy kind often worn by adventurers. Once its buckles are drawn, the belt feels less like leather and more like a thick gelatin, slightly bouncy to the touch. The wearer's body also changes to become more like that of an ooze, his skin growing slick and his bones flexible. He cannot be **grabbed**, **restrained**, **wrestled**, or otherwise bound, as the spell *slickness*. He can make a proficiency throw of 11+ each round to slip between the bars of a portcullis, squeeze through a tiny opening, or otherwise fold his body in nigh-impossible ways, as the Contortionism proficiency. (If already proficient, he gains a +6 bonus on Contortionism proficiency throws instead.) The wearer's sponge-like form also makes him **resistant** to mundane and extraordinary bludgeoning damage, as the spell *physical protection*.

Belt of Second Breakfasts

Base Cost 5,000gp: 1/day 1st level effect. Apparent Value 30gp.

The bronze buckle of this halfling-made leather belt is fashioned in the image of a plate heaped high with food of every kind. Once per day, if the wearer of the belt relaxes it by one notch and then promptly consumes a **second breakfast** of hearty food and drink, he will immediately recover 1d6+1 hit points. If the wearer already possesses the ability to benefit from a second breakfast, the belt will permit him the same boon from a much-envied *third* breakfast, or "elevensies".

Black Book

Base Cost 21,000gp: Permanent (turn/level) 1st level effect 19,000gp; 3 1/week 1st level effects (*Discern Gist*, *Tenebrosity*, *Wall of Smoke*) 3,000gp each; 2 1/week 2nd level effects (*Conjure Imp*, *Dark Whisper*) 6,000gp each; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 100gp.

This small codex has bindings of black leather and pages of black vellum inked with pale grey script. The occasional illumination depicts demons in the same pale grey, accented with shades of red for the eyes, teeth, claws, etc. The **black book** is a primer on diabolism, and mere possession of the damned codex suffices to grant the bearer one rank in the Knowledge (Occultism) proficiency.

A number of petty demons have been bound to the book. Once per week per demon, by invoking its name in Ancient Zaharan, the book's bearer can cast the spell associated with the demon. By invoking Šidugallu, the demon of the tablets, the bearer can cast *discern gist*, though the demon tends to translate only details that show things in the worst light. By invoking Erēbušalu, the Darkening One, the bearer can cast *tenebrosity*. By invoking Tuppuḫullu, the Breath of Smoke, the bearer can cast *wall of smoke*. By invoking Ḫullugīšu, the Evil in the Ear, the bearer can cast *dark whisper*.

The final pages of the **black book** enumerate a lengthy list of other petty demons, some long consigned to oblivion, others available to serve a master's bidding. Once per week, by invoking one of these names, the bearer can cast *conjure imp*. The first time a particular imp's name is invoked, the Judge should choose the form of the imp and its special abilities. Thereafter, the bearer can choose to conjure a named imp he has previously conjured and safely dispelled, or invoke a different name to conjure a different imp with a different form and special abilities chosen by the judge.

Contact with such foul beings is inherently corrupting. Anyone who has spoken a name from the book or consulted its diabolic records in the past week is treated as an inherently evil summoned creature for purposes of **detection** and **protection** effects, and Lawful divine casters may rebuke him as a wight (though Chaotic divine casters may not command him as one).

Black Gauntlet of Bel

Base Cost 9,000gp: 12 charges choice of 1st level effect or (2/2 =) 1st level effect = effective 1.5th level effect. Apparent Value 80gp.

This iron gauntlet, perpetually black with soot, has an image of six arrows held together at the center stamped into the back of its hand. Made by the followers of Bel, Chthonic god of conquest and bloodshed, this gauntlet brings death and ruin to its wielder's foes. The wielder can expend a charge to attempt to sunder any weapon, armor, or other item he touches, causing it to shatter, rust, or rot away as appropriate. Attempting to sunder any item carried by another combatant requires a successful attack throw against the combatant, ignoring any bonus to the target's armor class on account of armor, but including any other bonuses. The touched item receives a Death saving throw to avoid its destruction, with the item's magic bonus (if any) added to the die roll; items carried use their owner's saving throw, while all other items save as a level 0 human. The wielder can instead expend two charges to attempt to strike an enemy dead. If the wielder succeeds on an attack throw against the target, the target must make a successful Death saving throw or be instantly slain, the flesh between the gauntlet's point of contact and the target's heart torn asunder. Charges are still expended in either use of the gauntlet if its wearer misses; it is found with 2d6 charges remaining.

Blackbird Brooch

Base Cost 54,000gp: Permanent (turn/level) 1st level esoteric effect 19,000gp; 1/day *Locate Treasure* 4th level effect 20,000gp; 1/week 5th level esoteric effect 15,000gp. Apparent Value 800gp.

This brooch is cut from a single piece of onyx, carved to depict a blackbird sitting in its nest over an egg of opal, surrounded by a scattering of miniscule jewels and precious metals among the carved twigs and feathers. The brooch's wearer can speak with birds and other feathered creatures (griffons, harpies, lammasu, and so on, at the Judge's discretion) as the spell *speak with beasts*. Once per day, by speaking the command word "eureka," the wearer can activate the brooch to find brilliants and baubles with which to line his own nest, as the spell *locate treasure*. Finally, once per week, by pointing to a subject and uttering the command word "nevermore," the wearer can cause the carved bird to announce what it knows of the destiny or death of the subject, as the spell *fate* but at range.

Blackened Lotus

Base Cost 40,000gp: 1/hour 5th level esoteric effect. Apparent Value 1,000gp.

This delicate gold lotus flower is a hollow shell filled with ash, created by carefully applying a real lotus blossom with hundreds of layers of gold leaf until the shell could bear its own shape, then burning the flower within. Flowers of this kind are kept in plain bamboo boxes carved with a lotus on each side, both to protect the fragile contents and to protect fragile minds from seeing them. Holding the flower and gazing into its pedals for 1 round will give a glimpse of otherworldly sights, with scenes ranging from waving fields of luminescent blue fronds, to purple flames restoring burned skeletons into misshapen alien figures. The viewing can bestow both peace and madness: the user's mind will be left as refreshed and aware as if he had benefited from a day's rest, and if he is a spellcaster he gains access to all of his expended spells as if he had benefited from a day's rest and study. However, he must succeed on an Implements saving throw or be driven **mad** for 7 days, or for 1 day per spell he can cast in a day, whichever is greater; this effect is unable to be **dispelled** or **lifted**. The lotus will lose its luster for 6 turns after each use, and cannot be used again until its gleam returns. An individual who attempts to gain the lotus's enlightenment more than once in a day receives a cumulative -4 penalty to his Implements saving throw for each previous glimpse he took that day.

Blacksteel Helm

Base Cost 423,000gp: Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; Permanent (1/hour) 2nd level effect 24,000gp; At-Will (concentration) 3rd level effect 75,000gp; Permanent (turn/level) *Vigor* 5th level effect 95,000gp; Permanent (1/turn) *Trollblood* 6th level effect 150,000gp; Permanent (turn/level) 1st level effect (morale bonus) 19,000gp; Permanent (1/day) 5th level esoteric effect (army morale roll) 37,500gp. Apparent Value 3,000gp.

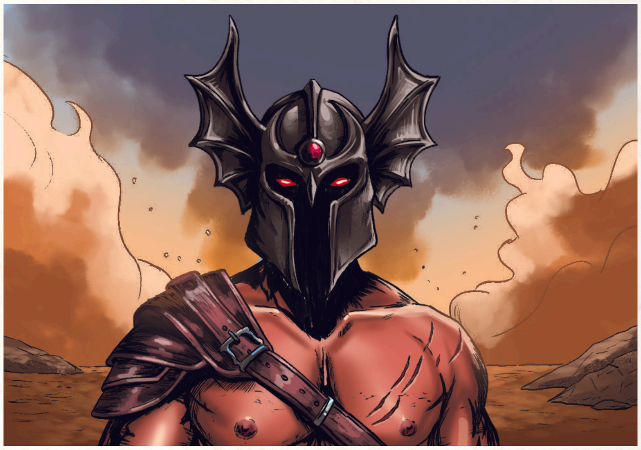
This formidable helmet is made of a metal dark as the Chthonic sphere itself, a flawless ruby set in its brow its only coloration. Large bat-like wings set on each side, with two pairs of pointed horns between them, give its wearer a demonic aspect. The helm opens only enough to allow the eyes, nose, and mouth to be seen – but the helm's magic shields even those. When worn, the helm obscures its wearer's face entirely, leaving only darkness visible save for two smoldering orbs of red at the eyes. The wearer himself can see through these shadows and any others, gaining *lightless vision* to a range of 60' as the spell along with the ability to see through *tenebrosity* or *perpetual tenebrosity* effects.

By concentrating, the wearer can set his fiery eyes ablaze, creating a terrifying gaze in a cone 60' long and 30' wide in front of himself. Each living creature within the cone that is beholding the wearer must succeed on a Paralysis saving throw or become **frightened**. Frightened creatures are forced to flee at running speed until the fear is removed or **dispelled**, or the wearer stops concentrating on his grim gaze.

Wicked beings are emboldened by the wearer's imposing presence and readily follow him to war. Chaotic creatures gain a +1 bonus to their morale score whenever the wearer personally leads them. If he is fighting on the battlefield with an army of Neutral or Chaotic creatures, the army automatically stands firm on its first morale roll, or rallies if it would have stood firm; however, if the wearer routs, flees, or leads from the rear, this benefit is lost for the duration of the battle.

For as long as he wears the helmet the wearer is instilled with unstoppable physical prowess. He gains an additional +2 bonus to attack throws and damage rolls, an additional +8 bonus on Dungeonbashing throws, a +2 bonus to saving throws, and 6 temporary hit points which are lost before any of his own, as the spell *vigor*. When lost, these temporary hit points automatically replenish at a rate of 1 per turn, and cannot be restored by other means. The wearer regenerates 3 points of any damage to his own hit points at the start of his initiative so long as it was not caused by acid or fire, as the spell *trollblood*. Severed limbs or body parts can be reattached merely by holding them to the stump, and other mortal wounds heal once he regains full hit points. This regeneration only affects damage or wounds received while wearing the helm.

Most of what is known of the **blacksteel helm** comes from the *Rigna Sen*, an Elven oral myth purported to date to before the Day Without Night. The *Rigna Sen* repeatedly speaks of a terrifying figure in a winged helm, "Bel's champion on the earth, born of flesh and blood, terrifying in visage, invincible in battle, lord and commander of the legions of chaos." The chronology of the poem extends across centuries, suggesting Bel's champion was either a wickedly longeval warlord, stronger in his dotage than any man today in his prime, or a succession of mighty warlords serving under the same malevolent mantle. The *Rigna Sen's* last mention of the helm comes when Bel's champion and his army were locked for seven days in battle with a great army of Law led by Türas's champion, the wearer of the **skysteel helm**. The **blacksteel helm** is thought to have been forever lost to the cataclysmic events of the Day Without Night, but if such a relic of mythic prehistory has survived, it would allow a warrior who discovered it to reshape entire kingdoms.



Blessed Salt

Base Cost 500gp: Single charge *Holy Circle* 1st level effect. Apparent Value 0cp.

This handful of white salt is bound in a small white velvet pouch embroidered with a dove. A user can scatter the pouch of salt to create a *holy circle* of protection in a 10' radius around himself. The circle blocks enchanted creatures from entering its area and grants a +1 bonus to AC and +1 bonus to saving throws against attacks made or effects created by evil creatures. The effects of the salt last for as long as the user maintains praying in stationary concentration.

Blindfold of the Ibis

Base Cost 52,000gp: Permanent (1/hour) 1st level effect 12,000gp; 1/week *True Seeing* 5th level esoteric effect 15,000gp; 1/day *Discern Bewitchment* 2nd level effect 10,000gp; 1/day *Discern Invisible* 2nd level effect 10,000gp; 1/day *Discern Magic* 1st level effect 5,000gp. Apparent Value 80gp.

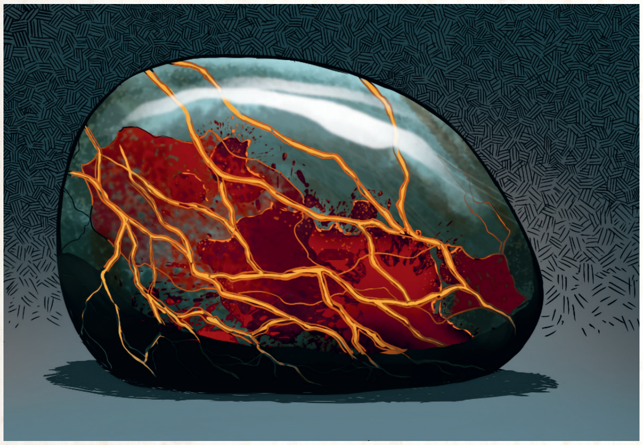
This grey sheer silk blindfold is embroidered in silver thread with images of an ibis, progressing in an endless loop from rest to flight and back to rest. According to legend, the first such blindfold was created by the god Istreus, the Eyeless Seer, so that the blind poet Socius could read the *Laws of Light* and become enlightened by holy truth. Today the Tower of Knowledge creates similar blindfolds for adventuresome sages to carry out into the world in search of lost knowledge and forgotten secrets.

The wearer of the blindfold can see clearly, even if blind without it, as if his eyes were bare. With Istreus's gifts he can see even further than his eyes alone would allow, allowing fleeting glimpses of the underlying forces of the world. By uttering a short prayer to Istreus, he can *discern bewitchment*, *discern invisible*, or *discern magic*, once per day per effect. By petitioning Istreus to allow him to see through all worldly falsehoods, he can experience *true seeing* once per week.

Blood Seer Stone

Base Cost 19,000gp: Permanent (turn/level) 2nd level esoteric effect 38,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 800gp, but obviously magical.

This large bloodstone is the size and shape of a human heart, its surface inlaid with thin veins of gold; the red portions of the stone visibly pulse in a way that the viewer will find matches his own heartbeat. When a person holds the heart in hand he gains a sense for the flow of blood in living things. Within 45', he can see the heartbeats of living creatures as translucent points of red. (Living creatures such as oozes or plants without heartbeats are not revealed.) Heartbeats can be seen even if the subject is invisible, and can be seen through worn armor or clothing; however, a thin layer of lead or gold or more than 6 inches of other solid material will conceal them. The enhanced awareness grants the bearer a +1 bonus to surprise rolls when encountering living creatures other than oozes or plants within the stone's range. It also allows the bearer, when he sees a figment of a living creature, or a disguised lifeless creature such as an undead or construct, to immediately be aware of the falsehood – though not necessarily the true nature of the encounter. Upon using this enhanced sense even briefly, the bearer's other senses seem to slow, causing him to incur a -2 penalty to all surprise rolls made when encountering non-living creatures, oozes, and plants for one full day after using the stone.



Blue Eye of the Seer

Base Cost 69,000gp: Permanent (1/hour) 2nd level effect (far sight) 24,000gp; 2/week not more than 1/day (periodic with cooldown) *Divination* 4th level esoteric effect 14,000gp; 2/week drawback 1st level effect -3,500gp; Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; Permanent (1/hour) 1st level effect (prosthetic function) 12,000gp. Apparent Value 250gp.

This smooth sphere of blue crystal is the size of a small egg. Minute script in Ancient Celdorean circles the sphere, reading "eye the color of the sky, see all a mortal may see." The sphere is actually a prosthetic eye, and when it is implanted into an empty eye socket it will begin moving as if it were the bearer's own living eye. With the eye implanted, the bearer not only recovers his lost vision, he also becomes blessed with incredible sight with regards to distance, light, and time. He can see eight times further than normal, which reduces his penalty for missile attacks to -1 at medium range and -2 at long range. The eye illuminates the darkened world, granting the bearer *lightless vision* to a range of 60' as the spell. Twice per week (but not more than once per day) the bearer can use the eye to glimpse up to a week into the future. The effect functions as the spell *divination*, except that he can only ask questions about events involving things he can currently see; he will receive answers by means of images flickering across his field of vision.

Book of Secrets

Base Cost 37,500gp: Choice of permanent (1/day) *Indiscernibility* 4th level esoteric effect 30,000gp or 1/week *Communion* 5th level esoteric effect 15,000/2 = 7,500gp. Apparent Value 100gp.

This thin volume is bound in mottled brown leather, the silver crescent of Istreus inscribed in the front cover. That the god of secrets and knowledge has a dry sense of humor is proven by the contents of the tome – which is almost always blank. The bearer of a blank **book of secrets** enjoys privacy from the invasive intrusions of magic. He is **immune** to all **locate** and **scrying** spells, as the spell *indiscernibility*. Those attempting to *scry* him will know he is immune, but not the nature or source of the protection.

The book can reveal secrets as well as keep them. Provided that all of the interior pages of the book are currently blank, the bearer can spend 1 turn writing up to three yes-or-no questions in the book. Over the course of the next 3 rounds, the bearer will receive yes-or-no answers to each question, as per the spell *communion*, with each answer magically inscribed just below its question in the same language that it was asked.

However – perhaps because Istreus feels that asking invasive questions invites invasion into one's own privacy – the book refuses to grant *indiscernibility* when its pages are marred by questions (or anything else). Fortunately for its users, anything written in the book fades away one week after it is inscribed. When discovered, a **book of secrets** has a 1-in-8 chance of having writing on some of its pages; the writing might be important questions and answers, personal notes, or useless scribbles (Judge's discretion). Such writing will vanish after 1d8-1 days.

Book of the Scorned Sculptor

Base Cost 50,000gp: 20 charges *Transform Other* 6th level effect 60,000gp; 20 charges drawback 1st level effect -10,000gp. Apparent Value 400gp.

This thick tome is made from the skins and scales of a dozen different creatures seamlessly blended together in unnatural patterns. The first book of this kind was the autobiography of the master transmogrifier Kheperet Hekau, renowned for her fantastical grudges. Her account of her life was frequently interrupted with long rants about those who wronged her, each culminating in a description of the grotesque or bestial form she felt suited the person. Later duplications of the book (she was far from the last spellcaster to have a fascination with cruel and unusual forms of revenge) briefly summarize the biography but faithfully duplicate the descriptions and images of forms. A person holding the book can attempt to transform a living creature of man-size or smaller to another form, as the spell *transform other*. Affecting a target who is not **helpless** requires the user to make a successful attack throw, and an unwilling target can resist the effect on an Implements saving throw. A charge is still expended if the attack throw fails or the saving throw succeeds. 1d20 transformations remain in the book, each a different form illustrated on its own page. The Judge can assign these as he chooses or determine them by rolling for random encounters, re-rolling any result that has more than * of special abilities, any non-living forms, and any human forms. Transformations persist for a month or until **dispelled**.

Boots of Arcane Departure

Base Cost 29,500gp: Permanent (turn/level) 1st level effect 19,000gp; 7 charges 3rd level effect 10,500gp. Apparent Value 40gp.

These finely-made leather boots are marked with shooting stars on the ankles. They were designed to aid in the survival of elven spellcasters: if their wearer is interrupted while casting a spell, he does not lose his opportunity to act during the round; instead, he can take a movement action and combat action, as though he possessed the Unflappable Casting proficiency. The wearer might use that combat action to avail himself of the boots' other power: by tapping the boots' toes together, he can expend a charge from the boots to teleport up to 360', as if the spell *arcane shift* had been cast on him. A pair of **boots of arcane departure** is found with 2d4-1 charges of this power remaining, and still grant the wearer the Unflappable Casting proficiency when their charges are expended.

Boots of Bounding

Base Cost 19,000gp: Permanent (1/3 turns) *Leaping* 1st level effect. Apparent Value 30gp.

These boots are made of supple goatskin with a springy slice of cork as an insole. Their wearer can leap 10' vertically and 30' horizontally from a standing start. He also gains a +8 bonus on Acrobatics proficiency throws and needs no rest if engaged in ordinary movement, as the spell *leaping*.

Boots of Earth's Might

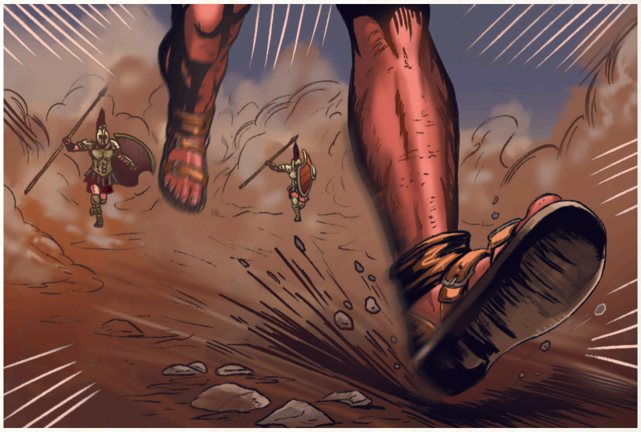
Base Cost 58,000gp: Permanent (1/3 turns) *Giant Strength* 4th level effect 76,000gp; Permanent (1/3 turns) drawback 2nd level effect -38,000gp; 1/day *Earth's Tremor* 4th level effect 20,000gp. Apparent Value 50gp.

These hard leather boots are embroidered at the heels with images of a great horned lizard, the primordial basilisk holy to Telith, the Great Earth Mother. While the wearer is standing firmly connected to the earth, he gains +2 to melee attack throws, an additional die of damage with every physical attack, and all other benefits of the spell *giant strength*. This benefit is lost if in the current round of initiative he has been knocked down, **wrestled**, **grabbed**, or swallowed, or is climbing, riding, aboard a ship, flying, jumping, tumbling, and so on; it returns when he regains his solid footing. A structure with firm foundations suffices to maintain the wearer's connection to the earth. Once per day, the wearer can call upon the goddess of earthquakes by stomping the ground, causing it to spasm and shake violently as the spell *earth's tremor*; the effect lasts for as long as he concentrates, radiating out in either a 50' radius around himself or a flat cone 150' long and 100' wide.

Boots of Escape

Base Cost 38,000gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (turn/level) *Pass Without Trace* 1st level effect 19,000gp. Apparent Value 30gp.

These low-cut boots are crafted from yellow rabbit leather with a perfectly smooth sole. Their wearer gains the ability to flee from entanglements at a moment's notice; he can withdraw or retreat from melee combat without declaration, and does not suffer a penalty to AC when charging or running if wearing medium or lighter armor and carrying 7 stones or less encumbrance, as the Skirmishing proficiency. (If already proficient in Skirmishing, he can skirmish while carrying 10 stones or less encumbrance.) In the wilderness, the wearer's tracks are magically concealed and he does not count against party size for evasion, as the spell *pass without trace*.



Boots of Giant Leaps

Base Cost 31,000gp: Permanent (1/3 turns) *Leaping* 1st level effect 19,000gp; 3/day not more than 1/hour (periodic with cooldown) 2nd level effect 12,000gp. Apparent Value 100gp.

These tall leather boots are embroidered with a sequence of colorful images across their backs that collectively depict a cheerful man leaping over a massive hill giant. Their wearer can leap 10' vertically and 30' horizontally from a standing start. He also gains a +8 bonus on Acrobatics proficiency throws and needs no rest if engaged in ordinary movement, as the spell *leaping*. Thrice per day (but not more than once per hour) the wearer can use his combat action to make a great leap with a single step, instantly landing at any point he can see within 360'.

Boots of Iron

Base Cost 43,000gp: Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 100gp.

These high-cut boots are wrought from thick plates of hammered iron riveted tight to withstand virtually any blow. The wearer need never fear harm from the ground he treads. He is **resistant** to mundane and extraordinary seismic damage, as the spell *energy protection*. He is also **immune** to damage from caltrops, to any non-magical trap or hazard that would pierce or sever his feet (though he can still fall victim to trapdoors), and to mortal wounds that would sever or crush his feet or toes.

Boots of Levitating

Base Cost 38,000gp: Permanent (1/3 turns) *Levitation* 2nd level effect. Apparent Value 150gp.

These lightweight high boots are adorned with small cloudy spinels up each side. The wearer can tap the boots together and point the toes up or down to move vertically up to 20' per round while carrying up to his maximum load. This power requires concentration to change altitude, but not to remain aloft. The wearer cannot float horizontally, but can push and pull his way along walls and ceilings at half his ordinary speed. While airborne the wearer makes attacks with an increasing penalty until he takes a round of concentration to stabilize himself, as the spell *levitation*.

Boots of Pursuit

Base Cost 38,000gp: 2 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 90gp.

These dark red boots from the Ivory Kingdoms are made of dyed rhinoceros hide, edged with cheetah fur around the top. Whenever the wearer fells a target with a melee attack, he can take a 10' step toward another target in line of sight instead of the usual 5' step. Additionally, the wearer can crash through enemy formations with ease to engage his preferred targets. When he performs an Overrun combat maneuver, the normal penalty for attempting the maneuver is reduced by 2 (from -4 to -2) and his opponent suffers a -2 penalty to resist the maneuver, as the Combat Trickery proficiency. If the wearer already has the Combat Trickery (overrun) proficiency, he instead suffers only a -1 penalty to his attack throw, and his opponent suffers a -3 penalty to his saving throw.

Boots of Striding

Base Cost 10,000gp: 1/day 2nd level effect. Apparent Value 35gp.

These low-cut horseleather boots are each dyed with a scarlet sunrise and a violet sunset. Once per day, by stretching down and touching the boot toes with both hands, the wearer can double his land speed for the next 12 hours. The wearer is left **fatigued** after the effect ends, suffering a cumulative -1 penalty on attack throws, proficiency throws, saving throws, and damage rolls until he rests as his dedicated activity for 1 day and gets 8 hours of restful sleep.

Boots of the Dastard

Base Cost 49,000gp: Permanent (turn/level) 1st level effect (Skirmishing) 19,000gp; Permanent (1/hour) 1st level effect (AC and save bonus) 12,000gp; Permanent (1/hour) 1st level effect (movement) 12,000gp; Permanent (1/hour) drawback 1st level effect (while fleeing only) -12,000 to max half cost = -6,000gp; Permanent (1/hour) 1st level effect (no AC penalty when fleeing) 12,000gp. Apparent Value 20gp.

Dyed with a bright streak the shade of a blooming dandelion, these rabbitskin boots were crafted to allow a halfhearted hero to survive by whatever means necessary – including headlong flight in the face of unfavorable odds. The wearer receives a +1 bonus to his AC and all saving throws. His speed is doubled when retreating, withdrawing, evading an encounter or otherwise fleeing from danger. He can withdraw or retreat from melee combat at a moment's notice as the tide of battle shifts, without declaring his intention to do so at the start of the round. He does not suffer a penalty to armor class when charging or running if wearing medium or lighter armor and carrying 7 stones or less encumbrance, as the Skirmishing proficiency. (If already proficient in Skirmishing, he can skirmish while carrying 10 stones or less encumbrance.) When fleeing in the same circumstances he likewise suffers no penalty to armor class.

Boots of the Elven Ranger

Base Cost 19,000gp: Permanent (turn/level) *Silent Step* 1st level effect. Apparent Value 20gp.

These soft suede boots are cut low and dyed a mottled grey, and in ages past were crafted solely by the elves for the famed archers patrolling their homelands. The wearer gains a naturally delicate step, allowing him to move totally silently with a successful Sneaking proficiency throw of 12+. If he is already proficient in Sneaking, he instead gains a +8 bonus to his Sneaking proficiency throws, as the spell *silent step*.

Boots of the Leopard

Base Cost 25,000gp: Permanent (turn/level) 1st level effect 19,000gp; 3/day not more than 1/hour (periodic with cooldown) *Chameleon* 1st level effect 6,000gp. Apparent Value 100gp.

These fine boots are crafted from leopard skin and trimmed with black leather and gold stitching. Their wearer is granted the grace of the leopard they were made from, as if he possessed the Cat Burglary proficiency. He gains a +4 bonus when attempting balancing traverses, never falls while traversing narrow paths, and only fails when traversing precarious paths on an unmodified 1. He gains a +2 to saving throws where perfect balance would help avoid the danger. If the wearer falls while climbing, he can make a second proficiency throw with a -4 penalty in order to catch himself and prevent any damage. (If the wearer already possesses the Cat Burglary proficiency, he gains +6 bonus on balancing traverses and can catch himself on a proficiency throw at a -2 penalty.) Thrice per day (but not more than once per hour), by stroking the boots with his palm, he can gain a spotty mottle over his whole form for 1 turn. The leopard print pattern on his skin grants him the ability to hide in shadows with a Hiding proficiency throw of 12+, or grants him a +8 bonus if already proficient, as the spell *chameleon*.

Boots of the Locust

Base Cost 41,000gp: Permanent (1/3 turns) *Leaping* 1st level effect 19,000gp; Permanent (1/hour) 1st level effect 12,000gp; 1/day *Summon Insect Swarm* 2nd level effect 10,000gp. Apparent Value 5gp.

These tall boots are ornamented with a bright green enamel. The wearer can leap 10' vertically and 30' horizontally from a standing start, receives a +8 bonus to Acrobatics throws, and needs no rest when engaged in ordinary movement, as the spell *leaping*. **Cavern locusts** are not alarmed by the wearer's presence unless he attacks them. Once per day, by rubbing the boots together for 1 turn, the wearer can summon a 2 HD **locust swarm**, as the spell *summon insect swarm*.

Boots of the Prizefighter

Base Cost 81,000gp: Permanent (1/hour) 2nd level effect (AC and conditional save bonus) 24,000gp; 3 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 3,000gp.

These flashy boots, gleaming with rows of gold studs and sapphires set into their thick black leather, were once owned by a succession of champion dwarven pugilists. Their wearer floats nimbly like a butterfly over the battlefield, receiving a +2 bonus to AC as well as a +2 bonus to saving throws where agility would help avoid the situation, such as tilting floors and pit traps. The wearer's quickened steps aid him in a number of dirty fighting moves. With a successful proficiency throw in lieu of moving, he can swiftly slip around an opponent and attack from the rear with a 12+ proficiency throw, as the Acrobatics proficiency, or gains a +6 bonus if already proficient. When attempting a Force Back or Knock Down special maneuver in combat, the wearer suffers only a -2 penalty to his attack throw rather than the normal -4, and his opponent suffers a -2 penalty to his saving throw against the maneuver if struck. If the wearer already has the corresponding Combat Trickery proficiency for the maneuver, he instead suffers only a -1 penalty to his attack throw, and his opponent suffers a -3 penalty to his saving throw.

Boots of the Wayfinder

Base Cost 38,000gp: 2 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 80gp.

These thick leather boots are adorned with small silver studs on their tops arranged in the positions of the guiding constellations. The wearer travels gains a +4 bonus on proficiency throws to avoid getting lost in the wilderness, as the Navigation proficiency. When in familiar territory he and his party receive an additional +4 bonus on this throw, as the explorer's **pathfinding** power.

Borrowed Ear Trumpet

Base Cost 15,000gp: 1/day *Clairaudiency* 3rd level effect. Apparent Value 10gp.

This bronze ear trumpet is engraved with a spindly man holding one hand outstretched and upturned and the other cupped to his ear. It can be used like an ordinary ear trumpet to ignore the 5' penalty to earshot range from listening at a door or wall. Once per day, by tapping the trumpet with a borrowed or stolen coin before placing it to his ear, the wielder can hear from the ears of other living creatures within 90' for up to 12 turns, as the spell *clairaudiency*.

Bottled City

Base Cost 1,000,000gp: 10 charges *Palace of Sulaimon* 8th level ritual effect. Apparent Value 50,000gp.

The great Opelenean sorcerer-king Sulaimon is said to have built his palace in a single night, with dozens of genies summoned from the Elemental Sphere of Earth to move, shape, and set the stone and soil into one of the most magnificent sights the world has ever known. While Sulaimon's palace was regrettably destroyed, such magic remains within the reach of the most supremely skilled sorcerers, and rumors exist in rare esoteric tomes of a vessel fashioned to contain not only the power to rebuild it, but to surround it with a grand city.

This large bottle is made of artfully cut crystal with arcane signs circling its neck, where a flawless and dark ruby set in platinum serves as a stopper. Inside lies a city in miniature, grander than any ever built outside the bottle. Each building is cut from stone, wondrous in color and minutely detailed; each structure is individually designed but together form a grand metropolis, the towers standing so tall that their peaks pierce clouds of granite. Sulaimon's palace stands in miniature at the center of it all, its majesty incapable of being overshadowed no matter what direction light shines from.

When the bottle is opened, 64 **hafari** come forth to serve for 1 day and 1 night, constructing the city within as the ritual spell *palace of Sulaimon* (see ***ACKS II Revised Rulebook*** p. 403 for the spell, or ***ACKS II Monstrous Manual*** p. 149 for hafari statistics). Hafari can soften, move, and harden the earth, create objects and permanent illusions, and produce great walls of stone. The bottle is found with 1d10 charges remaining, and with each use a portion of the buildings inside will vanish, disintegrating into the desert whirlwind from which the genies of Elemental Earth appear. The last charge is contained within the recreated palace, and when this too is gone the bottle will be left featureless, its stopper replaced with a piece of ancient cork.

Bottomless Bag

Base Cost 100,000gp: Permanent (1/turn) 4th level esoteric effect. Apparent Value 45gp.

This small sack has incredibly sturdy craftsmanship, each seam triply-stitched in bronze, silver, and gold colored threads. The bag's room within is far beyond its apparent size without; it is able to hold objects up to 10' × 5' × 3' in volume and up to 100 stone total weight. The bag's weight increases normally as items are added until it reaches 6 stone, with further objects adding no further encumbrance. An otherwise-empty bag contains enough air inside for a single person to breathe for 72 turns, with multiple people inside dividing that time by the number present.

Bowl of Errant Reflections

Base Cost 12,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect 24,000gp; 3/day drawback 2nd level effect -12,000gp. Apparent Value 10gp.

The interior of this copper bowl is polished to a mirror finish. Etched on its flat bottom are three concentric circles, the largest as wide as a hand. Three times per day (but not more than once per hour), by filling the bowl with water and then disrupting the surface thrice along the diameter of the largest circle, a user can *scry* as the spell. The user's apparent point of view will be the nearest source of water to the target – a body of natural water, a container, rainfall, or so on. If the target is distant from a source of water, the area outside its entire body (if a creature), surface area (if an object), or vicinity (if a place) will be clouded; the use of *clairaudiency* or *telepathy* is typically impossible at such times. If the target is not in close enough proximity to a source of water to be seen from one, the attempt will fail entirely.

Bracers of Armor

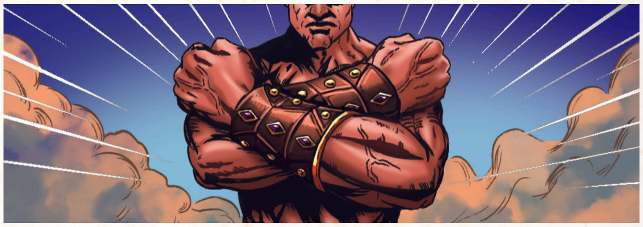
Base Cost Bracers +1: 5,000gp, **Bracers +2** 15,000gp, **Bracers +3** 35,000gp, **Bracers +4** 65,000gp, **Bracers +5** 105,000gp, **Bracers +6** 155,000gp, **Bracers +7** 215,000gp. Apparent Value 150gp.

Crafted of hardened leather or embellished metal, these thin arm guards grant a magical bonus equivalent to that of armor. Typically made for mages or priestesses, these bracers allow an unarmored wearer to gain bonus to AC as if wearing armor. Like actual armor, and unlike *arcane armor* or *divine armor*, the AC bonus from the bracer stacks with most other modifiers to AC.

Bracers of Brawn

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 150gp.

These ostentatious leather bracers have golden buckles and small amethysts embedded in each golden stud. The wearer receives a +4 bonus on Dungeonbashing throws to open doors, bend bars, arm wrestle, and perform similar feats of brute strength, as the Dungeonbashing Expertise proficiency. (If already proficient in Dungeonbashing, he gains an additional +2 bonus.) However, this mightier-thewed prowess comes without the explosiveness needed for it to be useful in combat.



Bramble Crown

Base Cost 15,000gp: 1/week *Forest Enchantment* 5th level effect. Apparent Value 150gp.

This thick circlet is made of bramble, four ageless thorny canes woven around a thin silver cord with leaves, flowers and fruit freely growing in all directions. The crown sits comfortably on the head despite its protrusions and impresses its cordiality towards its wearer on plants in its vicinity. Once per week, by speaking words of greeting in Elven, the wearer can cast the spell *forest enchantment*. All plants within a patch of ground 240' in radius become friendly, though semi-sapient and sapient plant creatures can resist the effect on a successful Implements saving throw. The effect persists until it is **dispelled** or until the plants succeed on a seasonal saving throw. The **bramble crown** can simultaneously sustain a *forest enchantment* on up to nine patches of vegetation; thereafter, each additional use will end the effect on whichever patch has currently been enchanted the longest.

Brazen Head

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 50gp.

The bronze head has dimensions one-half those of a living man's head; the man depicted has an old and dignified appearance. Mostly silent, the head will occasionally comment in a low whisper when asked questions relating to history, as the Loremastery proficiency. Brazen heads tend to speak more regularly to those who have experienced a larger share of the world that they ask for knowledge of; the proficiency throw should be made as if by a creature of the inquirer's level. With the aid of a brazen head any creature can identify magic items as if he were a 5th level mage; if the creature can already identify magic items, he can do so with a +2 bonus to his magic research throw and +10% bonus to his research rate.

Bridle of the Behemoth

Base Cost 132,000gp: Permanent (1/hour) 6th level effect 72,000gp; Permanent (1/hour) 5th level effect 60,000gp. Apparent Value 600gp.

Legends from Skysostan tell of the great chieftain Hakan the Mountain, a man the size of a giant wielding a lance the size of a tree riding a horse as tall as an elephant. Fearful of Hakan's growing power, five rival tribes allied to ambush him as he led his raiders back from pillaging. Five times his mount was shot out from under him, yet five times he returned atop a fresh remount, each as large as the last, nearly driving his innumerable foes from the field by his own personal prowess. Only after his final remount was slain was he at last felled, the loss of his prized horses having shrunk his size and courage to that of a mere man.

The bridle has a gilded bit and is set with a dozen small emeralds on each side. The rider of an equine (or creature with a similarly sized and shaped head) fitted with the bridle may flick the reins and speak a command word to **enlarge** himself and his mount to the size of a giant atop an elephant (Huge and Gigantic sized, respectively), with all equipment worn or carried similarly enlarged. Both rider and horse gain +4 to melee attack throws and deal 4 times the number of damage dice with each melee attack, and deal extraordinary damage when doing so, as the spells *growth* and *beast growth* applied twice. The effect persists as long as the rider remains mounted, but may be ended or resumed by the rider with a flick of the reins and a word at will. As with the spell *beast growth*, the first time a mount is enlarged it will become panicked and confused if not first warned via *speak with beasts* or the like. (Treat the creature as subject to the effects of the spell *incite madness* until it returns to its original size.)

Bridle of the Nixie

Base Cost 61,000gp: Permanent (1/hour) *Water Walking* 3rd level effect 36,000gp; 1/day *Capsizing Wave* 5th level effect 25,000gp. Apparent Value 200gp.

This flowing black bridle, set with river pearls, is fashioned in the Rornish style. A horse fitted with the bridle can prance across water as easily as solid land, as the spell *water walking*. Once per day, when on a sufficiently large body of water, the rider can rear the horse in the direction of a sea vessel within 225' to pull the waters up and produce a *capsizing wave*, as the spell.

Brooch of Arcane Armor

Base Cost 19,000gp: Permanent (1/3 turns) *Arcane Armor* 1st level effect. Apparent Value 250gp.

This silver brooch, meant to fasten a cloak, is wrought in the shape of a shield with heraldry detailed in gold wire. The brooch creates a weightless and invisible suit of armor around its wearer, guaranteeing him AC 7 against missile attacks and AC 5 against melee attacks, as the spell *arcane armor*. This protection stacks with modifiers to AC from DEX but not with modifiers to AC from armor, class powers, conditions, magic, or proficiencies. The brooch also renders its wearer **immune** to *mage missiles*, whether cast by a spellcaster or from a magic item.

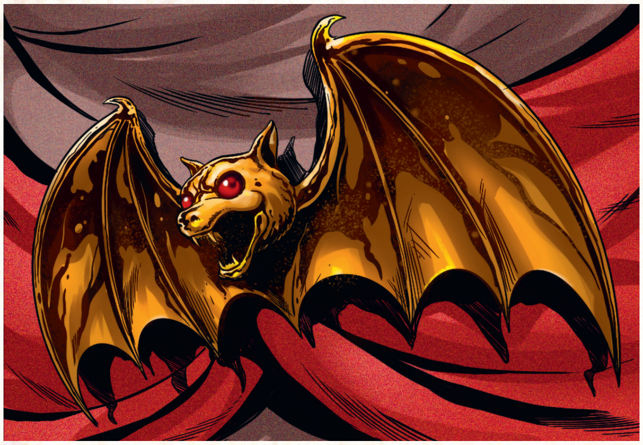
Brooch of the Blood Drinker

Base Cost 23,500gp: Permanent (1/hour) 1st level esoteric effect 12,000gp; 1/day 2nd level effect 10,000gp; 1/day drawback 1st level effect -5,000gp; 1/week 2nd level esoteric effect 6,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -18,500gp. Apparent Value 600gp.

This golden brooch is shaped like a monstrous bat with ruby eyes, with wings spread and a wicked smile on its face. The first such brooch was made by the Zaharan lord Malicus after a betrayal by his dakhanavar lieutenant and consort; the brooch crafted from her remains let him retain a semblance of her powers in the aftermath.

The wearer can converse in the trilling language of giant vampire bats, and can communicate with all other types of bats as the spell *speak with beasts*. Once each night, the wearer can call 1d4 3 HD **bat swarms** to his aid, which arrive in 4d6 turns, or sooner if bats are present nearby. The bats obey his commands faithfully until **dispelled** or slain, but return to their resting places at dawn. Bats called in this way behave unnaturally, with a +4 morale bonus and no trace of their usual tendency to flee. While engulfed by a friendly bat swarm, the wearer can command the bats to bear him aloft, flying with them at a combat speed of 40' per round. The bats will frantically carry him for up to 3 turns before becoming too exhausted to continue. The bats will only exert themselves this way once per week.

Wearing the brooch results in an existence near to undeath. The wearer is treated as an inherently evil summoned creature for purposes of detection and protection spells and effects, and Lawful divine casters may rebuke him as a wight (though Chaotic divine casters may not command him as one). He does not heal naturally, instead healing only by magic or by consuming the flesh or blood of living or recently-dead sentient beings. He can recover 1d6 hit points by eating the flesh of a recently slain sapient creature of at least 1 HD. Drinking the blood of a willing or helpless living creature will inflict 1d4 ☠ damage per round to the creature and restore that amount to his own hit points, up to a maximum of half the victim's hit points. Injuries incurred while wearing the brooch will never heal naturally, even if it is removed, and injuries incurred before wearing the brooch cannot be healed by the consumption of flesh or blood.



Broom of Banishment

Base Cost 18,000gp: 1/week *Home Ward* 6th level effect. Apparent Value 5gp.

This broom has a rowan haft, a thin band of silver holding its brush together. When the broom is used to sweep the floor of a structure, the area within is protected from summoned creatures, as the spell *home ward*. The broom's magic can protect an area of up to 10,000 cubic feet, such as a 33' square × 9' tall cottage. Once a *home ward* is triggered it expires, regardless of whether it is effective in **dispelling** the intruder back to its home plane, and must be reapplied if the home is to remain protected. The broom may be used once per week to ward or re-ward a dwelling. The **broom of banishment** can simultaneously sustain a *home ward* on up to 11 areas; thereafter, each additional use will end the effect on whichever area has currently been warded the longest.

Broom of Bluster

Base Cost 31,000gp: 3/day not more than 1/hour (periodic with cooldown) *Gale of Wind* 2nd level effect 12,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 10gp.

This oak broom is distinguishable primarily by a stylized carving of a storm just above its binding. Thrice per day (but not more than once per hour) the broom can be used to stir up a storm in miniature, dust swirling like clouds before being sent out in a line 10' across and 60' long, as the spell *gale of wind*. The bearer of the broom carries a hint of a storm's unstable potential for destruction; she receives a +1 bonus on all reaction rolls when implicitly or explicitly threatening violence, as the Intimidation proficiency. If already proficient in Intimidation, she receives an additional +1 bonus, but only if she has demonstrated the broom's power.

Broom of Cessation

Base Cost 8,000gp: 8 charges 2nd level effect. Apparent Value 20gp.

The bristles of this elm broom are bound with silver thread. The broom can brushed across a targeted creature, object, or area to attempt to sweep away all magical effects on the subject, as the spell *dispel magic* except with a range of 0', and affecting at most a 10' cube. Touching an unwilling creature requires a successful melee attack throw. Brooms of this kind are found with 2d4 charges remaining, their silver threads fading in luster each use until the bristles drop free as the last charge is expended.

Broom of Oiling

Base Cost 5,000gp: 1/day *Slickness* 1st level effect. Apparent Value 2gp.

This broom is made of olive wood with a brush made of olive twigs. The broom secretes a magical olive-scented oil that can be used to coat one or more objects, a willing creature, or a 10' × 10' section of floor. When coated by the oil, objects become hard to grasp, creatures hard to grapple, and ground hard to stand on, as the spell *slickness*. The broom becomes dry immediately after use, but it will gradually secrete additional oil until it is ready for another use after 1 day's accumulation. After a week without use, the broom will leak enough residue to make a mess of wherever it is stored; wise owners will store the **broom of oiling** in an amphora or other container unless they want their closet or pantry to be covered with its oil. Unlike mundane oil, the broom's secretions are not flammable or edible.

Broom of Traceless Steps

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 150gp.

The brush of this broom is actually made of spun gold, though its color is typically dulled by a heavy layer of dust. The wielder of the broom can use it to sweep over his party's tracks as they move, returning the soil, broken twigs, etc. to their prior state. While moving at his normal wilderness movement rate, the wielder can obscure his own tracks and those of one companion per level, as the Passing Without Trace proficiency.

Broom of Webwinding

Base Cost 25,000gp: At-Will (concentration) 1st level effect. Apparent Value 2gp.

The sticks of this broom's brush are pale white birch, with dozens of layers of cobwebs wound tightly about them. The broom's brush catches any web it touches, even the result of a *webbing* spell or the product of a giant spider, winding it around the brush with the slightest twirl of the broom. A 10' cube of webbing can be removed in this way each round while the wielder maintains concentration on the task, though the cobwebs on the broom never seem to grow thicker. The broom grants no special immunity to its wielder, who may still become snared in webbing as normal if he is foolish enough to blunder into it.

Candle of Comfort

Base Cost 600gp: 6 charges cantrip effect. Apparent Value 5gp.

This candle appears as a foul-scented taper of waxy white fat. When lit, the candle burns swiftly, lasting only 6 rounds if not snuffed out; a snuffed candle can be relit for its remaining duration. At the end of the round that it is lit, and at the end of each round thereafter that the candle burns, it deals 1d8 ☠ damage to the lowest HD swarm of creatures within 30'. Swarms can consist of ordinary bats, ordinary rats, and ordinary insects, but not any kind of giant animals or giant vermin. The affected swarm does not receive a saving throw. These candles are generally used to eliminate bed bug infestations in the chambers of the nobility; the foul scent is only experienced by the servant using such a candle, rather than the subsequent residents of the area.

Comfort candle, burning bright,
Banish bugs that bite by night.
Gnat and louse and tick and mite,
Spare me from their fearful bite!

Argollëan Lullaby

Candle of Confounding

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 5gp.

This long purple candle has a bright green wick. When lit, the candle's flame rapidly flashes a colorful pattern that can confound and distract weak-willed minds. Each creature with fewer than 5 HD within 30' of the candle who beholds its flickering light must make an Implements saving throw. If the save succeeds, the creature feels drawn to the light like a moth, but is able to wrest its gaze away. If the save fails, the creature is **mesmerized**. The candle violently shakes as it flashes, threatening to fall or break and snuff its flame out, preventing it from being simply set down to distract others; the effect only continues for as long as the creature carrying the candle concentrates on it. The bearer of the candle is not immune to its effect. If he has fewer than 5 HD, he must be careful to avoid being mesmerized if he looks at the candle, as this will break his concentration the same as any other failed saving throw!

Candle of Conjuring Fire Elementals

Base Cost 1,000, 2,000, or 2,500gp: Single charge *Conjure Petty Elemental* 2nd level effect, *Conjure Major Elemental* 4th level effect, or *Conjure Supreme Elemental* 5th level effect. Apparent Value 10gp.

These blood-red candles are typically stored in asbestos pouches; any given candle has an even chance of being a small candle (4" tall), a medium candle (12"), or a large candle (16"), marked with 2, 4, and 5 white bands of string at their base respectively. When lit, the candle's flame will grow into a **fire elemental** (see ***ACKS II Monstrous Manual*** p. 117) under the control of the candle's holder. A small candle summons a petty elemental of 4 HD, a medium candle a major elemental of 12 HD, and a large candle summons a supreme elemental of 16 HD, as the spells *conjure petty elemental*, *conjure major elemental*, and *conjure supreme elemental* respectively. Once the elemental appears, it serves the candlebearer for up to 12 hours, provided that he maintains concentration on controlling it. Fire is fickle, and the elementals will turn on their master and his allies before departing for their native plane should he cease concentrating on the candle's flickering light.

Candle of Contemplation

Base Cost 500gp: Single charge 1st level effect. Apparent Value 10gp.

These tapered, silver-flecked candles emit a rich, earthy scent when lit. A spellcaster holding a lit candle for the full hour it burns can focus on its flickering flame and calming aroma to refresh his mind, regaining the ability to cast a spell of a level he had previously expended. A craftpriest might perform this contemplation while reciting prayers, a mage in silent thought, a shaman while dancing and chanting, and so on, as befits their magical tradition. A spellcaster cannot regain the same level of spell through the use of candles or the Contemplation proficiency in the same day.

Candle of Final Hours

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 10gp.

This **cursed** violet candle is found in a black velvet pouch. The candle produces no immediate effect when lit. The candle burns for 1d6+6 turns, remaining lit even in strong winds and rain, but it nevertheless is easily extinguished by intentional act. When the candle's flame is extinguished, whether because it has burned down its wick or because it was prematurely snuffed out, the person who lit the candle must make a Death saving throw. If the save succeeds, he feels a momentary shudder in his soul but is otherwise unaffected. If the save fails, he instantly perishes. If the candle is identified after it is lit but before it burns out, **dispelling** or **lifting** either the victim or the candle itself will prevent the lethal effect. If **dispelled** or extinguished prematurely the candle will retain no magic, as if it had burned itself down to nothing.

Candle of Immolation

Base Cost 500gp: Single charge *Kindle Flame* 1st level effect. Apparent Value 5gp.

This **cursed** white candle smells of vanilla. The candle emits a gout of flame when lit, igniting all objects in a 5' diameter sphere around the one who lit it, as the spell *kindle flame*. If the person who lights it remains more than 15' away from the candle while doing so (e.g. by using a spell or other means to ignite it from a distance), the candle will instead burn normally for 6 turns, giving no indication of magic even if someone later approaches it.

Candle of Shadow

Base Cost 2,000gp: Single charge *Summon Shadow* 4th level effect. Apparent Value 1gp.

This soot-coated candle is formed from rendered human fat with wicks of twined human hair. When lit, natural shadows in the surrounding area stretch and flicker, drifting towards its flame in defiance of the natural order. After a turn the collected darkness congeals into a **shadow** (see ***ACKS II Monstrous Manual*** p. 274) which obeys the will of the person who lit it for one week, or until it is **dispelled** or destroyed. The candle remains burning, though the light it emits is meager, and if the candle is snuffed out the shadow it cast disappears with it regardless of distance. Shadows come from the Outer Darkness and ache to return to it, resenting the summons; they will attempt to pervert any order given to them to cause as much evil as possible, especially to the summoner. A person can only safely light one **candle of shadow** per day; any further shadows he summons in the same day will immediately move to devour his strength until nothing remains but another shadow.

Candle of Spellwarding

Base Cost 3,000gp: Single charge *Spellwarded Zone* 6th level effect. Apparent Value 15gp.

This strikingly white candle is decorated with lines of golden wax, miniscule hexagons drawn at irregular positions along an inscribed grid. When the candle is lit, a shimmering pattern expands from the wick into a visible globe of power 20' in diameter. The globe vanishes from sight a moment later, but the area it encompassed is thereafter protected from spells, spell-like effects, and elemental effects, as the spell *spellwarded zone* with 11 layers. Any time those within the protection area are subject to a spell, elemental effect, or spell-like effect, the *spellwarded zone* automatically expends one layer of the spellward to gain a +1d4 bonus to the saving throw for the affected area and/or any creature(s) in the area. If the effect deals damage, one layer of the spellward is automatically expended for every 5 damage the effect deals (ignore any reduction from saving throws), up to the maximum number of layers. Each layer expended reduces the damage by 1d4 points. If the damage is reduced to 0 or less by the *spellwarded zone*, those protected do not suffer an interruption of concentration or other effects that may accrue upon being hit. If the *spellwarded zone* is subjected to a **dispel** effect, it will expend 5 layers in order to increase its effective caster level by 5d4, making it harder to dispel the zone. The *spellwarded zone* persists for the 6 turns that the candle burns or until the last layer is expended; it remains in place if the candle is moved after being lit.

Candle of Undead Warding

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 2gp.

When lit, this white candle sheds bright light for 15' and dim light for 15' further, burning for 6 turns like a mundane candle. Its illuminated area is warded against undead, which cannot enter the warded area, though they can still attack with spells, missile weapons, special abilities, and so on. The effect ends immediately if any creature within the warded area makes a melee attack against an undead creature being kept out of the area.

Candle of Warmth

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 5gp.

This red candle is found wrapped in parchment and bound with twine. It is exceptionally easy to light a **candle of warmth**, with a mere spark sufficient to ignite the wick. The candle glows with a warm light reminiscent of the sun on a summer day. Those within 10' of the burning candle are **resistant** to mundane and extraordinary cold. They gain a +2 saving throw bonus against spells or effects that deal cold damage, and suffer only half damage from cold. However, the candle needs a soft and steady breeze to continue burning. The creature holding the candle must concentrate on gently blowing on the flame (if in still air) or shielding it (if in windy conditions) or it blows out. Once the candle is extinguished, it cannot be relit.

Carpet of Protection

Base Cost 24,000gp: Permanent (1/hour) 2nd level effect. Apparent Value 3,000gp.

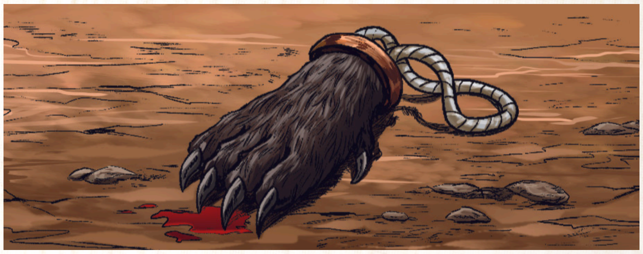
This round carpet is 15' across, its blue and white thread depicting the Shebatean night sky with a grey-silver trim. When rolled out flat for 6 turns the carpet's protective qualities activate and its silver trim glows slightly. Creatures atop the carpet are protected as if by an invisible barrier; enchanted creatures and vermin are unable to enter the carpet's area, attack creatures on the carpet with natural weapons, or touch the carpet itself. This protection ends if any of the protected creatures makes a melee attack against a warded creature, or if the carpet is moved; the protection then requires 6 turns to become active again. Carpets of this kind are typically used to protect sleepers from bed bugs, ghosts, and other nighttime assailants of the enchanted or verminous variety, finding equal favor in the royal chambers of monarchs and the wilderness tents of adventurers.

Cat's Paw

Base Cost 23,625gp: 9 charges choice of *Bewitch Monster* 4th level effect or *Forgetfulness* (5/2 =) 2.5th level effect = effective 5.25th level effect. Apparent Value 5gp.

Particular pleasantly preserved panther paws possess powers of predominance and purgation. A **cat's paw** is found with d8+1 charges remaining, which can be used in two ways. The holder can expend one charge from the paw to **bewitch** a living target within 90', as the spell *bewitch monster*. The target can make an Implements saving throw to resist the effect, gaining a +5 bonus if previously threatened or attacked by the holder or his allies.

Alternatively, the holder can expend two charges from the paw to induce forgetfulness in 2d4 living humanoid targets within 30', as the spell *forgetfulness*. Targets with fewer than 2 HD are automatically affected, while other targets are affected unless they succeed on Implements saving throws. Affected targets lose all memory of the round before the spell was cast, and form no memories of anything that happens during the subsequent turn; during this time they count as **mesmerized**. After a month, or when the effect is **dispelled**, the target regains memories lost to the spell, but does not recover memories that never formed in the turn after the paw's use.



Cauldron of Miscibility

Base Cost 69,500gp: Permanent (1/day) 5th level esoteric effect (shape flesh) 37,500gp; Permanent (1/hour) 1st level effect (higher level research) 12,000gp; 1/day *Repair Disfigurement and Disability* 4th level effect 20,000gp. Apparent Value 2,200gp.

This large cauldron is made of an amalgam of alchemically treated lead and gold. It is of great value to transmogrifiers and others who pursue the arts of transformation. When used to create crossbreeds or research transmogrification magic, the cauldron grants its user a +2 bonus on his magic research throws and increases his research rate by 10%. It also reduces the material cost and research cost to create crossbreeds by half. The cauldron's magic can stack with either the Transmogrification proficiency or Grotesque Arts of Transformation class power, such that the user's bonus to magic research and research rate is increased to +3 and 15%. However, the magic cannot stack with the Shape Flesh and Bone class power (e.g. the cost of creating crossbreeds is not quartered).

Once per day, the cauldron can restore the body of a living creature, as the spell *repair disfigurement and disability*. To activate its magic, the cauldron must be filled with water and the water then poured over the subject. Rather than suffer the results of a random roll on the Tampering with Mortality table, the subject's restored body parts will always be physically mutated to those of a creature appropriate to his deeds (Judge's discretion), giving him a -4 penalty on reaction rolls with 0th level humanoids.

The elven author Iveth the Rodentine, infamous for his crimes of grand plagiarism, became truly notorious when he attempted to use a **cauldron of miscibility** to remove the facial brand he had received for his felony. While the cauldron's waters did remove the disfiguring burn scar from the author's once-handsome face, they left him with the head of a giant white rat.

Cauldron of Shattered Souls

Base Cost 20,000gp: 1/day *Restore Life and Limb* 5th level effect 25,000gp; 1/day drawback 1st level effect -5,000gp. Apparent Value 150gp.

This pitch black bronze cauldron is large enough for a man to curl up inside. Once per day, the cauldron can raise the dead or heal the crippled, as the spell *restore life and limb*. To activate its magic, the cauldron must be filled with water and brought to a slow boil, then the subject (whether corpse or cripple) must then be swiftly submerged within. If the subject is alive, he experiences several moments of intense agony as the cauldron releases a column of scalding vapor. As the steam disperses, the water cools to near freezing, leaving the shivering subject in need of bed rest. Those already dead are spared the pain of this restoration, but suffer in another way: when rolling on the Tampering with Mortality table, they suffer a penalty on the 1d20 roll of -1 per level of experience.

Cauldron of the Risen

Base Cost 40,000gp: 1/hour *Rouse the Fallen* 5th level effect. Apparent Value 1,300gp.

The engraving on this small silver-plated cauldron depicts the rays of the sun over a battlefield littered with corpses. When filled, the cauldron holds a gallon and a half of water. If the water is stirred clockwise while the stirrer speaks the word "rise" in Ancient Zaharan, the water begins to churn and bubble as if boiling, though it remains chill to the touch. A spoonful of this water poured down the throat of a corpse slain in battle within the last day will animate the corpse as a **zombie**, so long as the body is mostly intact and had less than 2 HD in life. Up to nine corpses within 15' of the user can be raised each round in this manner and given orders, as the spell *rouse the fallen*. The zombies rise with one more HD than the corpses' baseline HD in life and obey their orders to the best of their ability for as long as the cauldron boils, ceasing only when **dispelled** or destroyed. The cauldron's water will boil away 6 turns after it begins to bubble, at which time all zombies it has animated crumble to dust. The cauldron can be refilled the following round and stirred to resume raising the fallen.

Censer of Prophetic Dreams

Base Cost 18,000gp: 1/week *Prophetic Dream* 6th level esoteric effect. Apparent Value 600gp.

This gold and silver incense burner is adorned with intricate religious iconography. To use the censer, a divine spellcaster must light a stick of rare incense worth at least 20gp on his god's holiest day of the week. The censer will begin to produce a magical smoke with a heavenly aroma. If the person who lit the incense then goes to sleep within 10' of the censer, he will awaken 2d4 hours later from a vivid *prophetic dream* sent by the gods. The dream will convey a short piece of true, meaningful, and important information about a person, settlement, domain, realm, object, or event of interest to the user. However, the dream might be misunderstood due to cryptic symbolism and esoteric meaning; if the user misinterprets the dream or doesn't act on the information, conditions might change so that the information ceases to be useful. If the censer is used on the wrong day of the week, or by a person who is not a divine caster, it causes awful night terrors that deny the sleeper his night's rest.

Centipede Bracelet

Base Cost 39,000gp: Permanent (turn/level) 1st level effect 19,000gp; 1/day *Deep Slumber* 4th level effect 20,000gp. Apparent Value 450gp.

This bracelet is crafted in the form of a centipede, each body segment a dark red carnelian with golden legs curling on either side, with a clasp connecting the head and tail ends. The wearer walks in an uncanny manner, as if he had dozens of unseen legs aiding his balance; these incorporeal limbs grant him the benefits of the Cat Burglary proficiency. He receives a +4 bonus when attempting balancing traverses, never falls while traversing narrow paths, and only fails when traversing precarious paths on an unmodified 1. He gains a +2 to saving throws where perfect balance would help avoid the danger. If the wearer falls while climbing, he can make a second proficiency throw with a -4 penalty in order to catch himself and prevent any damage. (If the wearer already possesses the Cat Burglary proficiency, he gains +6 bonus on balancing traverses and can catch himself on a proficiency throw at a -2 penalty.) Once per day, by raising his braceleted wrist and clicking the clasp, the wearer can cause all living creatures in a 20' diameter sphere centered on a point within 180' to fall asleep. Creatures who succeed on Paralysis saving throws remain awake; those that fail begin **slumbering** for 7 turns, as the spell *deep slumber*.

Chalice of Blood

Base Cost 132,000gp: 1/turn *Soul Eating* 6th level effect 99,000gp; 1/turn *Necromantic Potence* 2nd level effect 33,000gp. Apparent Value 500gp.

This infamous silver and bone goblet can grant a person the strength and knowledge of his slain foes. It is said that the first blood the chalice tasted was that of its own creator, the dark lord Theophanous, who tore out his own heart and drank its hot leakage from the cup to better embrace his newfound undeath without the weakness of heart-felt pity or compassion. To use the chalice, a person must first fill its cup with the blood of a sapient victim slain within the last round, and drink. The victim must make a Death saving throw as the chalice's black magic works to bind his soul before it can depart. If the saving throw succeeds, the victim's soul escapes; the drinker gains a portion of the victim's strength; he receives 1d10+3 temporary hit points which last for 3 hours. If the saving throw fails, the drinker consumes the victim's soul; he receives 2d10+3 temporary hit points plus an additional 1 temporary hp per level of the victim, which last for 1 day. In addition, consuming the soul grants the drinker some important knowledge possessed by the victim, and prevents the victim being restored to life, as the spell *soul eating*. The chalice can be used once per turn, provided sufficient victims are available. If a person uses the chalice while already affected by its power, the temporary hp and memories from additional victims are cumulative with those already granted, to a maximum of 27 temporary hp. The drinker is treated as an inherently evil summoned creature for purposes of *discern evil* and *holy circle* while benefiting from the chalice's magic; the knowledge and strength it grants can be stripped away by a successful **dispel** or *dispel evil* spell.

Chalice of Delayed Doom

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 20gp.

This **cursed** golden chalice has three small rubies set along its rim and a band of silver lining its rim. It is designed to deliver horrifying death to targets who use tasters to screen their food and drink from poison. Each time a living creature drinks from the chalice, the chalice starts a countdown towards that drinker's doom. If the countdown is not restarted by another drink (by the same or another drinker), the countdown terminates in 1d4 turns. When the countdown finally terminates, the drinker that triggered the countdown (e.g. whichever creature was the last to drink from the chalice) must make a Death saving throw. If the save succeeds, the drinker experiences mild heartburn but is otherwise unaffected. If the save fails, the drinker perishes in excruciating pain, his insides liquefying and then spilling out his orifices while his body contorts in bone-breaking spasms. The countdown can be harmlessly terminated if the chalice's curse is **lifted** before it claims a victim. Once the countdown terminates, the chalice's magic is spent, whether or not it claims a victim.

Chalice of Poison Detection

Base Cost 600gp: 1/week cantrip effect. Apparent Value 5gp.

This silver chalice is gilded with lines of gold at its rim and base. Vessels of this kind are favored by merchants and lords fearful of being poisoned by untrustworthy courtiers, clients, and guests. By rubbing the rim of the chalice with his finger while it is filled with wine or other fluids, the bearer can learn whether the fluid is safe to drink. If the rim remains room temperature, the fluid is harmless; if the rim chills noticeably, the fluid is poisonous. Unfortunately, the effect only works once per week. More than one hapless patrician has overzealously rubbed his chalice at the wrong time and wasted its magic, only to rub it later in the week and misinterpret the lack of result as an indicator of safety. (The famed mage Donnal Noor developed a chalice that warmed up to indicate the drink was safe, but despite the superiority of its affordances, it never became popular owing to its crudely utilitarian goblet.)

Chalk of Annihilation

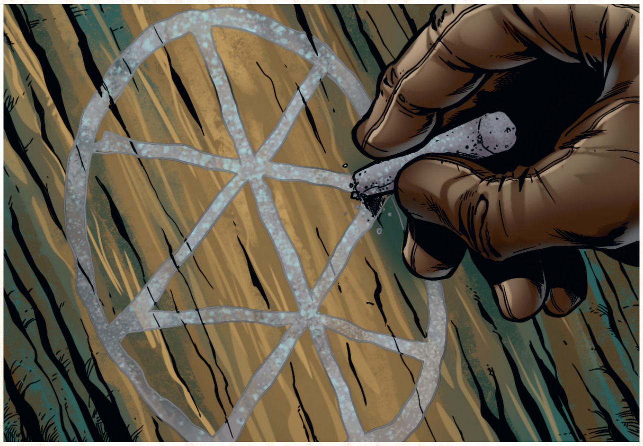
Base Cost 3,000gp: Single charge *Wall of Annihilation* 6th level effect. Apparent Value 1sp, but obviously magical.

This piece of chalk slowly corrodes almost anything it touches. It leaves abrasions on flesh after 1 turn, and will burn a hole through leather within 6 turns. It will not burn through iron or harder metals, nor through magical cloth or leather, however. If the chalk is touched to the ground and used to draw a line at least 1' in length, the chalk and the line will both begin to glow with white light. When the chalk is lifted from the ground, it crumbles into dust; simultaneously, an invisible *wall of annihilation* springs up along the path it has drawn. The wall has 100 square feet of vertical area (height varying inversely with length drawn), is 1" thick, and is firmly anchored to the ground with the drawn line as its only visible component and indicator of its location. Any creature or object that passes through the wall is instantly **disintegrated** with no saving throw, with only a *miracle* or *wish* able to restore the victim to life. The wall persists until **dispelled** or subject to a *disintegration* spell.

Chalk of the Grand Seal

Base Cost 12,000gp: 4 charges 6th level effect. Apparent Value 1gp, but obviously magical.

This piece of grey chalk is carefully etched with shallow runes in archaic dwarven script, with a laconic message insisting that not an inch of ground be yielded to a hated foe; in the hand, it weighs as if it was made of lead. When a door, portal, or chest of no more than 100 square feet in surface area is locked, barred, or sealed by a *magic lock* spell, a dwarven tombsealer's **rite of sealing** power, or similar means, a circle drawn on it with this chalk will reinforce that barrier with a grand seal. The door or portal chalked with the grand seal becomes reinforced by a wall of invisible power. Neither physical objects or magic can pass through this barrier. The barrier is **immune** to magic, even to being dispelled or disintegrated; as magic cannot pass through it, whichever *magic lock* spell or **rite of sealing** effect it protects is likewise protected. This grand seal lasts for a month, and will survive anything short of ritual magic. The grand seal will move with the door or chest so long as it remains within 10' of its original location; that is, it will not stop the creator of the *magic lock* or **rite of sealing** from opening the door, nor an arcane spellcaster 3 or more levels higher than him from doing so. Chalk of this kind can be used multiple times, and is found with 1d4 charges remaining. It is best known for its use by dwarven tombsealers, who rely on it when their own rite of sealing is insufficient to contain a threat capable of tearing the door down. In the month-long reprieve granted by the grand seal, the tombsealer might return with forces sufficient to slay the enemy, physically reinforce the door and areas beyond to be unpassable once the magic fades, or search for a spellcaster capable of applying a truly permanent ritual seal.



Champion's Bell

Base Cost 45,000gp: 15 charges 6th level effect. Apparent Value 900gp.

Ebony handled and lacking a clapper, this bronze hand bell is inlaid with platinum, an image of a man wrestling a lion pounded into its mottled surface. Shaking the clapperless bell against the ear of a living target will make no noise, but it will rouse a wounded and dying combatant like a clarion. If wounded but still at 1hp or more, the target will be healed of 4d6+11 damage. If he has instead been reduced to 0 or fewer hit points he will likely recover better than expected, at least temporarily: when rolling on the Mortal Wounds table to determine the extent of his injury he applies all appropriate modifiers, including a +6 bonus for the level of this spell, rolling twice and takes the preferred result. If this would let him immediately recover at 1 hp, he can act normally for the turn, ignoring any need for bed rest. After 1 turn the thrill of battle wears off and he needs the indicated amount of rest. A **champion's bell** is found with 2d8-1 charges remaining. It cracks on its last use.

Changeling Doll

Base Cost 500gp: Single charge 1st level effect. Apparent Value 5gp.

This doll has a soft body stuffed with hay and a porcelain face smiling widely. If the doll is touched to the forehead of a **slumbering** or **unconscious** living humanoid for a turn it assumes the target's form, allowing the sleeper to be secreted away without his absence being noted. The resulting creature has 1 HD and otherwise has the physical characteristics and attacks of the creature it imitated; it has none of its special abilities. The impostor will act to the best of its ability as if it were the target. If it has taken the form of an infant, or an invalid, it does this intuitively; when assuming other roles it has only a general knowledge of humanoid behavior, whatever was told to it by the doll's user after activation (it listens even when apparently sleeping), and the context it is in. It speaks only the first language it was spoken to in, whether by the activator of the doll or by another. It will lie, or change the subject, when required to discuss things it does not know, and will avoid situations that reveal it to be lacking the original's abilities if able. If anyone in the impostor's presence ever questions aloud its identity, it must succeed on a Death saving throw or be destroyed, leaving behind the shredded remains of a doll. It otherwise remains for up to a month, or until **banished**, destroyed, or **dispelled**; if it reaches the end of its duration, the doll left behind is intact but non-magical. These dolls are mentioned in tales of changelings stealing children and leaving only a facsimile behind, and are indeed best at replacing such predictable targets, but see occasional use in other intrigues.

Beware the doll of porc'lain grin
That takes the form of sleeping kin!
It walks and talks with borrowed skin,
And pries and lies with words that spin.
It has no soul, no heart within,
Just rags and hay and hate and sin.

Argollëan lullaby

Charcoal of Phantasms

Base Cost 100gp: Single charge cantrip effect. Apparent Value 1gp.

This magical briquette smells of peat and exotic woods. If burned in a brazier, the charcoal causes a visual illusion of an object, creature, or area to appear in the flickering flames. The image is 1’ × 1’ × 1’ in size and not accompanied by any sound, smell, texture, or temperature. If the user who set the charcoal alight is aware of its properties, he can control the image that appears in the fire through concentration. If the user is not aware of its properties, or does not concentrate on the illusion, the illusion will be random (Judge’s discretion). The illusion persists so long as it is concentrated upon, or up to 1 turn if no one concentrates on it.

Chariot of the Gods

Base Cost 263,500gp: Permanent (turn/level) 4th level effect (air traversal) 76,000gp; Permanent (1/3 turns) 3rd level effect (deflection) 57,000gp; 3 Permanent (1/hour) 3rd level effects (energy resistance) 36,000 each; Permanent (1/day) *Perpetual Illumination* 3rd level esoteric effect 22,500gp. Apparent Value 1,920gp.

This chariot is a magnificent wheeled vehicle constructed from slates of dawn redwood and reinforced with bronze. The chariot is built with the same characteristics as an ordinary chariot (see ***ACKS II Revised Rulebook*** p. 134 and p. 151–152), but with increased SHP and twice the speed, as shown in the Chariot of the Gods table. Unlike ordinary chariots, this mighty vehicle can traverse thin air as if it were solid, level ground; when hitched to flying creatures capable of pulling it, it can soar through the heavens as easily as an ordinary chariot traverses the battlefield or race-course. Any time the chariot is in the air it glows brilliantly, as the spell *perpetual illumination*. The chariot, its driver, and its passengers benefit from *deflect ordinary missiles* as the spell, as well as *energy resistance* to cold, fire, and electric damage. The Judge should roll 1d6 to determine the chariot’s size: 1-2, light; 3-4, medium; 5-6 heavy.

Charm Bracelets

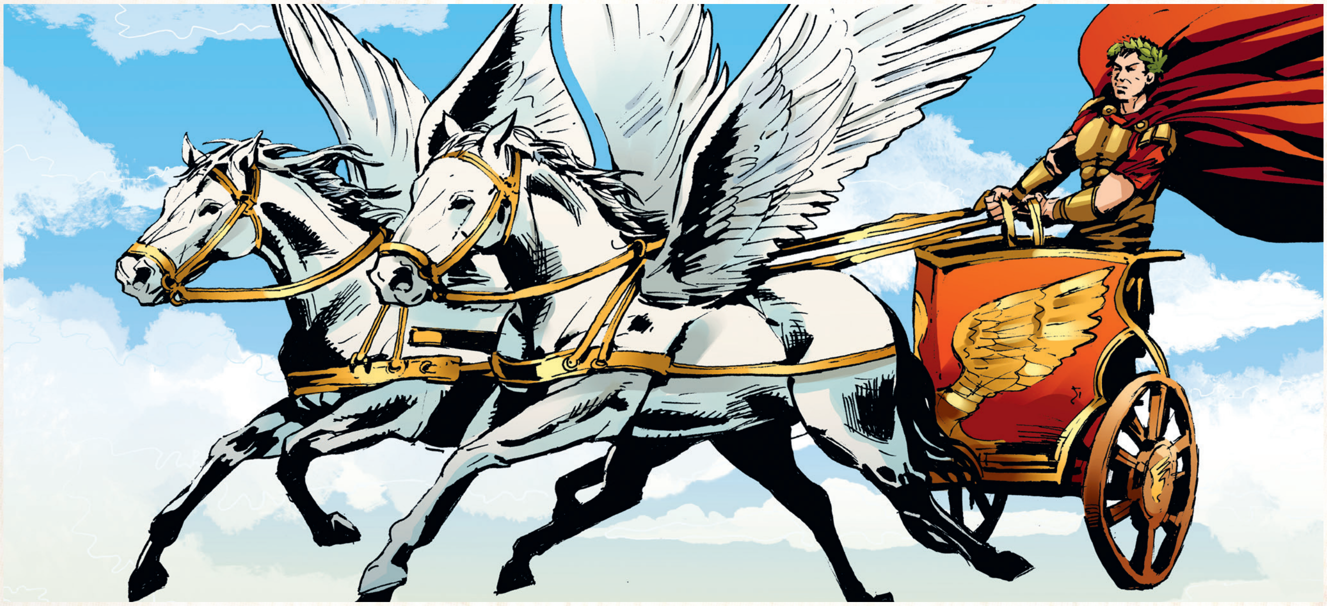
Base Cost 6,000gp: 6 charges 3rd level effect 9,000gp; 6 charges drawback 1st level effect -3,000gp. Apparent Value 10gp.

Usually found in a small pouch with string or wire, this collection of beads is sufficient to make two bracelets. When a pair of living creatures wear a matching set of bracelets, each shields the other from mental effects. Distance between wearers is irrelevant, but each wearer must have willingly put on a bracelet assembled from the beads by the other wearer. Should one wearer be affected by an enchantment effect, such as magical **slumber**, **bewitchment**, or **halting**, whether by failing a saving throw or due to an effect which does not allow saving throws, the other wearer immediately makes a Paralysis, Spells, or Implements saving throw (whichever is appropriate to the effect and source). If the save succeeds, neither wearer is affected; if the save fails, both are. Each time the bracelets afford an extra saving throw to either wearer, one charge is expended. The bracelets are typically found with 1d6 charges to a set; once all the charges are expended, the bracelets both become non-magical reminders that the real treasure is the friends made along the way.

Cheetah Skin of Kushtu-Munde

Base Cost 57,000gp: Permanent (1/hour) 3rd level effect 36,000gp; Permanent (1/hour) 1st level effect 12,000gp; Permanent (1/hour) 1st level drawback -12,000 to max half cost = -6,000gp; Half price 1/day 6th level effect 30,000/2 = 15,000gp. Apparent Value 600gp.

Originating with the witch-doctors of the Kushtu-Munde this beautifully preserved cheetah skin is adorned with a golden clasp allowing it to be worn as a cloak. Its wearer gains a portion of the cheetah’s graceful dexterity and astonishing speed. He receives a +1 bonus to AC, a +1 bonus to initiative rolls, and a +1 bonus to attack throws with medium or smaller melee and thrown weapons. His charging/running and combat speed are doubled (though his exploration and expedition speed are unchanged).



CHARIOT OF THE GODS CHARACTERISTICS

Chariot Size	Combat Speed	Exploration Speed	Expedition Speed	Structural Hit Points
Light	120’	360’	144 (air) or 72	5
Medium	80’	240’	96 (air) or 48	8
Heavy	60’	180’	72 (air) or 36	10

While outside at nighttime the wearer can turn into a cheetah (see ***ACKS II Monstrous Manual*** p. 78). He gains the physical attacks, special abilities, and statistics of the cheetah form, while retaining his own hit points and mental abilities. He can voluntarily revert to his own form at the beginning of his initiative on any round. He automatically reverts to his own form, after 17 turns, being **dispelled** or slain, upon going indoors, or when the first rays of the sun fall upon the land. The skin can transform him only once per night.

Chime of Quieting

Base Cost 50,000gp: At-Will (concentration) *Noiselessness* 2nd level effect. Apparent Value 400gp.

This chime consists of a hollow tube of smooth thin white crystal set on an ebony handle. If a lit candle is placed within the tube's center, it reveals that the interior of the crystal is etched with a rolling image of a field of flowers standing tall, as if untouched by even the slightest wind. When the chime is struck, it creates an area of total silence in a 10' radius around its bearer, as the spell *noiselessness*. No noise issues from, enters, or passes through the area; within the radius of silence, all creatures are **deafened** and **sneaking**, and conversation or spellcasting is impossible. The effect ends immediately if the chime's bearer speaks; otherwise it ends 1 round after the bearer stops holding the "ringing" chime and concentrating on its effect.

Chime of Unlocking

Base Cost 8,000gp: 8 charges 2nd level effect. Apparent Value 300gp.

This crystal bell is set on an ivory handle. When the bell is struck, it expends a charge and suppresses any *magic lock* or *seal portal* spells within a 5' radius of the location where the bell was struck. While the spells are suppressed, any doors and containers can be opened as if they were not magically sealed by either of the two spells. After 3 turns have passed, the normal effects of the spells will return; any magically sealed doors and lids that were opened during the duration will spring closed if not forcibly barred from doing so. The chime's magic has no effect on mundane locks, bars, and barricades. It is found with 2d4 charges remaining.

Chime of Warning

Base Cost 19,000gp: Permanent (1/3 turns) *Discern Evil* 1st level effect. Apparent Value 150gp.

This brass tube is decorated with etchings of doves, sacred to Mityara, the Mother of Mercy. To use the chime, a user must first hang it from some suitable location, then strike the chime while reciting a prayer to Mityara. The chime will thereafter *discern evil* in a manner similar to the spell until it is no longer hanging. The chime will emit a continuous hum while in a sinkhole of evil. If an evil creature or object comes within 45' of it, the chime will ring as if struck. Enchanted creatures of Chaotic alignment or those with hostile intentions towards the person who activated it (even if that person is absent and the chime hangs unattended) are considered evil, as are objects capable of death magic. The chime can thus be used as a sort of inanimate guardian, though it cannot indicate which creature or object among many is evil, nor reveal the specific location of hidden ones. Leaving the chime unattended can be unwise, however. Anyone given a round's access to the chime can rehang it and pray again, causing it to now ring at the presence of his own enemies, potentially luring the prior user into a false sense of security the next time he would rely on its discernment.

Chimera Collar

Base Cost 12,000gp: 3/day not more than 1/hour (periodic with cooldown) 2nd level effect. Apparent Value 200gp.

This large collar appears to be a man-sized belt made of red dragonhide, edged with fur from a lion's mane, and secured with a goat horn clasp. Worn as a belt, it has no effects, but if fastened about the neck of a creature as intended, the collar tightens to fit snugly. The wearer feels warmth creep down his throat into his belly. By expelling his breath as hard as possible, the wearer can produce a cone of flame 60' long and 30' wide that deals 3d6 🔥 damage to each target inside it, or half that to targets that succeed on Blast saving throws. Like a chimera, the wearer can breathe fire thrice per day; unlike a chimera, the wearer must wait 6 turns for the fire in his belly to rekindle between each breath attack. Sneezing while wearing the collar may have disastrous results.

Choker of Strangulation

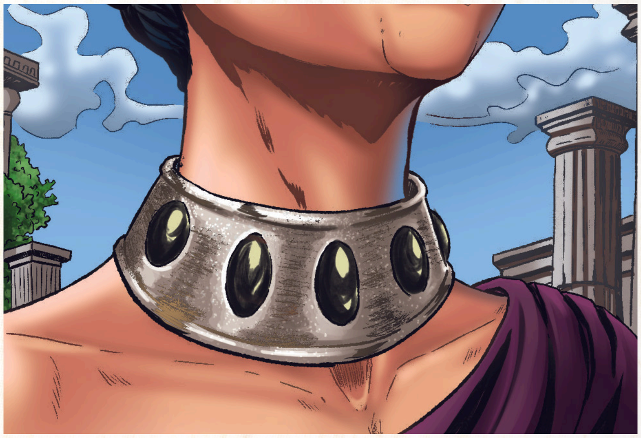
Base Cost 500gp: Single charge 1st level effect. Apparent Value 50gp.

This **cursed** black silk necklace is held tight by a silver hook. Any person putting the choker on must make a Death saving throw. If the throw succeeds she can wrench the necklace free, but if the save fails she begins **choking**, suffering 1d6 🔨 damage and becoming unable to take any action or speak, although she can still defend herself. Each round on her initiative the choking user suffers an additional 1d6 🔨 damage and must make an additional Death saving throw, the necklace growing tighter until she succeeds on the saving throw or dies. Whether torn free or tightened until it cracks bone, the choker is thereafter reduced to non-magical shreds.

Choker of Whispers

Base Cost 9,500gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) drawback 1st level effect -12,000gp to max half cost = -9,500gp. Apparent Value 450gp.

This taut platinum choker is set with shaped pieces of onyx evenly along its length. The choker encircles the wearer's neck so tightly that she can only speak in a whisper; careful speech is required to avoid shortness of breath. The wearer can cast spells with minimal words and gestures, as though she had the Quiet Magic proficiency. However, the wearer cannot speak in a normal volume, let alone shout; hearing her whispered words requires a successful Listening proficiency throw (per ***ACKS II Revised Rulebook*** p. 266) unless the listener has his ear by her mouth in a quiet environment. The wearer cannot command troops in mass combat unless she possesses the Signaling proficiency. The drawback persists for a full week after the choker is worn, as the wearer's voice takes time to recover.



Circlet of Classical Cant

Base Cost 57,000gp: Permanent (turn/level) 3rd level effect. Apparent Value 180gp.

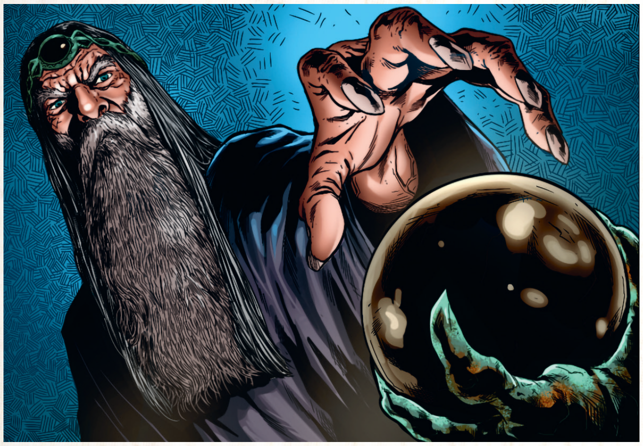
The mighty merchant-prince Senef of Kem commissioned these silver circlets centuries ago to aid his favored sons in expanding the family's trade empire throughout the civilized realms. The wearer of a **circlet of classical cant** can fluently speak, read, and write the twelve major languages that dominated commerce in Senef's time: Ancient Zaharan, Classical Argollëan, Classical Auran, Classical Celdorean, Classical Krysean, Classical Nicean, Classical Somirean, Old Besheradi, Old Kemeshi, Old Kushtun, Old Opelenean, and Old Shebatean.

The languages of Aurëpos have drifted with the passage of time, however, so today these circlets are much less useful for business negotiations. The classical languages spoken by these circlets' wearers sound archaic and strange to speakers of today's common and vulgar forms; meanwhile, the contemporary tongues are filled with simplifications and slang that cannot be translated by the circlet. Each side can usually convey and discern general ideas, but precise meaning is often lost. Any time the wearer relies on the circlet to converse with speakers using the contemporary version of its various languages, he suffers a penalty to his reaction rolls, typically -1 but sometimes as much as -4; the Judge will determine the exact penalty based on the complexity of the topic, the education of the speaker, the speed of the conversation, and so forth.

The same drift in dialect that makes the circlets troublesome for traders makes them invaluable to scholars. A sage with a circlet of classical can read almost any classical text from across the known world of men; a spellcaster with a circlet can freely use spell scrolls written in its various languages.

Circlet of Seeing

Base Cost 23,250gp: Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; Permanent (1/hour) *Discern Invisible* 2nd level effect 24,000gp; Permanent (1/hour) drawback 2nd level effect -24,000 to max half cost = -23,250gp. Apparent Value 1,200gp.



This bronze circlet is covered with a green patina so dark as to be almost black, polished and re-exposed so precisely that no pattern shows in the measured corrosion; a small black sapphire is set at its front, appearing like an umbral eye. An arcane spellcaster wearing the circlet gains *lightless vision* to a range of 60' and can *discern invisible* to a range of 90', as the respective spells. The circlet's enhanced eyesight imparts a corresponding difficulty to avoid the eyes of others while wearing it, and for 6 turns afterwards. The wearer automatically fails any Hiding proficiency throw he makes, and cannot cast or benefit from the effects of *chameleon* or other spells that grant the ability. If **invisible** by any means, he instantly becomes visible again, and cannot cast *invisibility* or similar spells. Creatures with **night vision** can see him at a range of 60' regardless of illumination, and all creatures gain a +2 to their surprise rolls when encountering him.

Circlet of the King Cobra

Base Cost 51,500gp: Permanent (turn/level) 1st level esoteric effect 19,000gp; 1/day choice of 5th level or 3rd level effect = 6.5th level effect 32,500gp. Apparent Value 200gp.

This circlet is composed of two bands of intertwined metal in the form of serpents, a viper of bronze and a cobra of gold. The serpents' heads face each other over the wearer's brow, with the cobra's fangs bared and menacing the viper.

The wearer can **speak with snakes**, as well as other serpentine creatures (amphisbaena, sea serpents, some dragons, medusae, and so on, at the Judge's discretion). By hissing out an order once each day, the wearer can **dominate** up to 3d6 Hit Dice of normal and giant snakes, or any single serpentine creature within 60'. Sapient creatures can resist the effect with a successful Implements saving throw, but creatures of lesser intellect are automatically dominated. The dominated creatures will obey the wearer's orders for 9 turns. When the duration ends, they will be ill disposed to the wearer, and any reaction rolls thereafter suffer a penalty of -1.

Cloak of Deepest Shadow

Base Cost 9,500gp: Permanent (turn/level) *Chameleon* 1st level effect 19,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max of half cost -9,500gp. Apparent Value 90gp.

Formless and dark, a shadow cloak's fabric is spun from the fur of creatures which never knew the sun. While in darkness, the wearer gains a preternatural ability to hide. If not proficient in hiding, he can hide with a Hiding proficiency throw of 12+; if already proficient he instead gains a +8 bonus to his Hiding proficiency throws. However, the cloak only aids the wearer while he is in pitch blackness; in the presence of even the dim light of a flickering candle, he is left with only whatever talent for stealth he naturally possesses. This makes the cloak superb for avoiding the notice of creatures relying on **lightless vision**, **shadowy senses**, or **mechanoreception**, but of little benefit for infiltrating even a softly moonlit palace.

Cloak of Nine Lives

Base Cost 22,500gp: 9 charges 5th level effect 22,500gp. Apparent Value 99gp.

This soft fur cloak is stitched from the pelts of nine great-souled black cats and held tight by a clasp of bone. The cloak will save its wearer's life from death nine times, though the wearer's existence becomes ever more wretched and cursed each time he avoids his fate. At the end of any initiative segment in which the wearer was felled or slain, the cloak expends one charge to heal the wearer. He immediately recovers with 1 hp, has no need for bed rest, and suffers no permanent wound. However, he permanently suffers a side effect from the Tampering with Mortality table. Determine the side effect by rolling 1d20 and 1d6 on the appropriate table for the character's alignment, applying only the modifiers from the wearer's WILL modifier and side effects already suffered. **Cloaks of nine lives** are found with 1d8+1 charges remaining. When the last charge is expended, the cloak falls apart.

Cloak of Protection

Cloak +1 Base Cost 12,000gp: Permanent (1/hour) 1st level effect, **Cloak +2 Base Cost 24,000gp:** Permanent (1/hour) *Shimmer* 2nd level effect, **Cloak +3 Base Cost 48,000gp:** Permanent (1/hour) 4th level effect. Apparent Value 170gp.

This cloak is made of brown wool with a silver clasp. When the cloak is worn, its fabric seems to shimmer slightly, as if it were being seen through a haze. The cloak's wearer receives a bonus to both his AC and saving throws. The bonus stacks with that granted by worn armor as well as any other enhancements to AC and saving throws. Most of these cloaks provide a +1 bonus, but some crafted with greater power impart a +2 or even +3 bonus.

Cloak of Skinchanging

Base Cost 38,000gp: Permanent (turn/level) 2nd level effect. Apparent Value 1,200gp.

By raising the hood and wrapping himself in the folds of one of these animal-skin cloaks, the wearer can change into the form of a specific animal (determined by the type of cloak). While transformed, the wearer gains the physical capabilities, physical attacks, special abilities, and statistics of the animal form he assumes, while retaining his own hit points and mental abilities (including the ability to cast spells, if the creature is capable of gesturing and vocalizing). Once transformed, the wearer can remain in animal form indefinitely, but may return to his own form at any time. If slain while transformed, the wearer reverts to his original form. Once the wearer returns to his own form, the cloak's powers cannot be used again for 3 turns. Such cloaks traditionally come in one of six types, shown below. The Judge can choose or roll randomly for the type of cloak found, or make cloaks for other types of animals appropriate to his setting.

Cloak of the Elven Ranger

Base Cost 19,000gp: Permanent (turn/level) *Chameleon* 1st level effect. Apparent Value 3,780gp.

The means of its creation once a carefully guarded secret of the elves, this lightweight cloak seems to shift its hues between soft greens, browns, and greys whenever its wearer moves. The wearer blends almost effortlessly into his surroundings, and can hide in cover, dim light, or darkness as a combat action with a Hiding proficiency throw of 12+. If he is already proficient in Hiding, he instead gains a +8 bonus to his Hiding proficiency throws, as the spell *chameleon*.

Am mór-chride rían,
am guth catha trén,
am gae i n-etargain,
am claidem glain-gél.

I am the proud of heart,
I am the voice of war,
I am the spear in flight,
I am the shining sword.

Cloak of the Huntmaster

Base Cost 24,000gp: Permanent (1/hour) 2nd level effect. Apparent Value 120gp.

This cloak is dyed with a mottled-green-and-brown pattern mimicking the look of fallen leaves in early autumn. A cloak like this might be commissioned for the huntmaster appointed to maintain an exarch's hunting preserves, he in turn lending it to the man delegated to do the actual work. The cloak's wearer receives the benefits of the spells *chameleon*, *silent step*, and *pass without trace* against animals and giant animals; he can escape their detection with a respective Hide or Sneak proficiency throw of 12+ (or receives a +8 bonus on his throw if already proficient), and leaves no scent to be tracked by. The cloak provides no advantage against avoiding the notice of other types of creatures.

Cloak of the Storm's Eye

Base Cost 50,000gp: At-Will (concentration) *Circling Winds* 2nd level effect. Apparent Value 150gp.

This light grey cloak is fastened by a copper brooch depicting a jann seated on a cloud. When the wearer draws the cloak tight around himself and begins to whistle, a sphere of swirling winds surround him in a 10' radius, as the spell *circling winds*. The winds strike any creatures that start their initiative or move within 5' of the sphere's exterior, as if they were a readied 2 HD monster with one attack dealing 1d8 🗡 damage. Creatures attempting to pass into the sphere must succeed on a Paralysis saving throw or be forced back, with creatures of Large size or greater gaining a +4 bonus per size category above man-sized. Mundane missiles sent into the sphere are deflected by the wind and automatically miss, though a missile with an area of effect might still harm those within. Creatures and missiles can exit the sphere unhindered. The winds persist for as long as the wearer remains stationary and maintains concentration on whistling up the wind.

Cloak of the Wanderer

Base Cost 24,000gp: Permanent (1/hour) 2nd level effect. Apparent Value 150gp.

The material from which this cloak was sewn seems to change with the temperature - from a light tabby wool lined with linen on a hot summer day to a heavy wool broadcloth lined with sheepskin in midwinter. The wearer gains protection from extremely cold or hot weather, as the spell *protection from temperature*. As with the spell, the wearer is protected only from one temperature extreme at a time; if the wearer somehow suddenly transits from one extreme environment to the opposite, the cloak will take 6 turns to acclimate its enchantment accordingly. Cloaks such as these are sometimes manufactured by the Order of Travelers to aid worshippers of Naurivus undertaking expeditions or pilgrimages to inhospitable regions.

CLOAK OF SKINCHANGING ANIMAL CHARACTERISTICS

ROLL (D6)	ANIMAL	CHARACTERISTICS
1	Bear	SPD 120', AC 3, #AT 2 claws/1 bite, Dmg 1d3/1d3/1d6, acute olfaction, bear hug, skilled climber
2	Crow/Raven	SPD 330' fly, AC 1, HD 1 hp, #AT 1, Dmg 1d3-1, acute vision
3	Hawk	SPD 480' fly, AC 3, #AT 2 talons, Dmg 1d2/1d2, acute vision, alertness, dive attack
4	Seal	SPD 30'/150' swim, AC 3, #AT 1 bite, Dmg 2d4, aquatic mechanoreception, take refuge, shake and toss
5	Swan	SPD 360' fly/50' swim, AC 3, #AT 2 wings, 1 bill, Dmg 1/1/1d2, acute vision
6	Wolf	SPD 180', AC 2, #AT 1 bite, Dmg 1d6, acute hearing, acute olfaction, Listening 9+, Tracking 7+

Codex of Complexity

Base Cost 11,500gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/day) drawback 1st level effect -7,500gp. Apparent Value 800gp.

The bronze covers of this ancient codex are inlaid with jade depictions of a pair of great serpentine dragons entangled in combat. The papyrus pages within are illuminated with complex mnemonic diagrams designed to aid studious spellcasters. If a studious spellcaster consults the codex during his daily study requirement for seven days in a row, he broadens his capacity for spellcraft. He can add one additional spell of each level that he can cast to his repertoire, just as if he had selected the Expanded Repertoire proficiency. He must have physical access to the formula for the spells he adds to his repertoire at hand.

However, the breadth gained from studying the codex comes at a cost in depth, as the mnemonic diagrams force the caster to rely on a shallow sortition of his spells. Once he has expanded his repertoire with the codex, the caster cannot cast any spell he knows more than once. Even if he has two, three, or four castings available of a given level, he cannot use them to re-cast a spell once he's cast it that day. Each spell must be unique.

EXAMPLE: Tirenius is a 2nd level mage with 16 INT. Therefore, he can cast two 1st level spells per day and maintain four in his repertoire. He has selected *mage missile*, *slumber*, *thunderclap*, and *wall of smoke*. From that repertoire, he could cast e.g. *slumber* and *thunderclap*, or *mage missile* twice, or any other desired combination. By consulting the **codex of complexity** during his daily study, Tirenius can temporarily add one 1st level spell to his repertoire. Let's assume that, in addition to the formulas in his repertoire, he also has access to the formulas for *fan of flames*, *leaping*, and *slickness*; he could pick any one of those and add it to his repertoire after a week's study. However, he can still only cast two spells per day, and because of the codex's drawback, each of those spells must be unique; he cannot cast the same spell twice per day. Whereas before he could cast *mage missile* twice per day if conditions merited, now he'd have to choose a different spell for the second casting.

The caster must continue to consult the codex during his daily study requirement in order to maintain his expanded repertoire; failure to do so causes him to immediately lose the additional spells in his repertoire (and to immediately regain the ability to cast the same spell more than once per day). He must then study the codex for seven consecutive days to re-expand his repertoire. The mnemonic diagrams disappear from the codex when a caster studies them, and do not reappear until the same time the next day; thus only one spellcaster can use the codex at a time. A **codex of complexity** looted from a slain spellcaster might appear to be a blank spell book until the following day.

Coin of Conscription

Base Cost 12,000gp: 8 charges 3rd level effect. Apparent Value 1gp.

This gold coin is stamped with the grim face of a foreign tyrant. It feels light in the hand, and careful investigation reveals it is not gold at all, but iron wrapped in gold foil. A would-be ruler of men can use the coin to magically "buy" the loyalty of those unwise or unlucky enough to take it from his hand.

To use the coin, the coin's current holder must speak the word "conscribe" while rubbing the coin with his thumb and forefinger, then hand it to a living humanoid recipient by the end of the following round. The coin-giver might give the coin to the recipient as a payment, loan, or gift; force the coin into his palm with a successful attack throw; or stealthily slip the coin into his hand with a successful Pickpocketing proficiency throw. In any case, as soon as the recipient receives the coin, the coin expends one charge and attempts to **enslave** him to the coin-giver, as the spell *enslave humanoid*. A recipient of less than 2 HD is automatically enslaved when he receives the coin. A recipient of 2 HD or more is enslaved when he receives the coin unless he makes a successful Implements saving throw.

While the coin-giver is present, his enslaved victim will obey his spoken commands, or act in his best interest if they cannot communicate. When the coiner-giver is absent, the enslaved victim will be confused and passive, capable of routine activities but unable to use spells or magic items or make complex decisions. Those familiar with the victim before his enslavement will be able to tell that something is amiss, although they may not know he is enslaved unless they *discern bewitchment*. The enslavement will last for 1 month or until **dispelled**.

A **coin of conscription** is found with 1d8 charges remaining. When the last charge is expended, the coin becomes inert, but any existing conscriptions persist. All ongoing conscription are ended if the coin is physically destroyed, however. Note that a victim enslaved by the coin remains enslaved regardless of whether he retains hold of the coin. Indeed, an enslaved victim will happily return the coin to his master if ordered to do so, allowing him to conscript others with it. Since it is not easy to discern whether a recipient of the coin has actually become enslaved or is just playing along, from time to time a would-be master has found himself enslaved by a creature that took the coin, pretended to submit, and then handed the coin back to him.

Collapsible Boat

Base Cost 150,000gp: Permanent (1/turn) 6th level esoteric effect. Apparent Value 400gp.

This 12" × 6" × 6" lattice-patterned oak and walnut box has a hinged lid covering one side. Opening the box reveals a number of intricately fitted copper levers and disks; manipulating these will cause the box to open further, wood shifting and unfolding over the course of 1 turn, until it configures itself into a seaworthy vessel of the operator's choice. The box can become any standard vessel up to a value of 60,000gp, from a canoe to a huge sailing ship (for listing and details of vessels see ***ACKS II Revised Rulebook*** p. 135 and p. 153–155). The vessel will include oars, sails, and other mariner equipment needed for its operation, but no war machines or provisions.

The vessel will persist until its controls (moved to a place near its center) are manipulated to fold it back up, returning to its box shape in the space of a round and jettisoning anything or anyone left aboard. Jettisoned creatures must make Paralysis saving throws at the start of their initiative. If the save succeeds, a creature keeps its footing as the vessel vanishes from under it, but if the save fails the creature is flung 1d10' in a random direction and knocked **prone**. Jettisoned cargo is left neatly organized alongside the box, as if the vessel had been unloaded.

The vessel cannot be **dispelled**, but can be damaged as normal. Destruction of the vessel will also destroy the box; any lesser damage or loss of its equipment will show as damage to the box, but can be repaired as normal while it is in vessel form. The box can only be configured to a new type of vessel if its most recent vessel shape is whole and undamaged.

Collar of Beast Growth

Base Cost 36,000gp: Permanent (1/hour) *Beast Growth* 3rd level effect. Apparent Value 200gp.

The fittings and studs of this leather collar are gilded, its buckle in the form of a mastiff's resolute face. When fastened around the neck of a large-sized or smaller animal, the animal will be **enlarged**, as the spell *beast growth*. The animal gains +2 to melee attack throws and deals an additional die of damage with every melee attack that deals physical damage; if its attack already deals a set of damage dice, it deals an additional set of damage dice. The damage dealt becomes extraordinary if it was not already.

As with the spell, a successful Implements saving throw resists the effect (though a sufficiently trusting animal will not attempt to save) and an animal enlarged unexpectedly will become panicked and confused. The increased size persists indefinitely until the creature dies or the collar is removed; an animal which successfully resists the effect will remain at its natural size until the collar is removed and refastened, prompting another throw. A pair of such collars were said to have been worn by the two enormous Achaean Colossus war dogs which fought alongside Prefect Leo the Younger during the Second Imperial Civil War.

Collar of Conversation

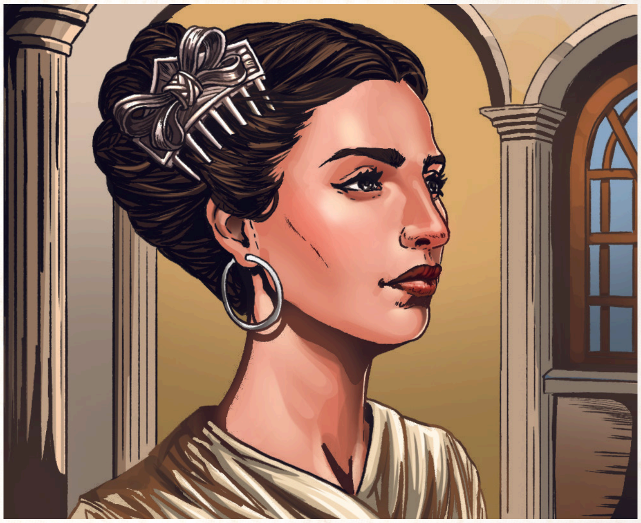
Base Cost 100,000gp: Permanent (1/turn) *Tongues* 4th level esoteric effect. Apparent Value 1,000gp.

This bejeweled leather collar can be adjusted to fit a variety of creatures. When fastened around the throat of an animal, it grants the animal wearing it the ability to comprehend and converse in the language of any intelligent creature within 90'. For purposes of speech, an animal wearing the collar has an effective human-equivalent INT attribute equal to 6 +/- Trainability Modifier. For instance, a white ape (TM +3) wearing the collar has an effective INT 9, while a crocodile (TM -2) wearing it has an effective INT 4. If the collar is fastened around the throat of a sapient creature, it has no magical effect, but may inspire interesting conversations all the same.

Collar of Taming

Base Cost 7,500gp: Permanent (1/day) 1st level effect. Apparent Value 20gp.

This brightly striped collar is fastened with brass sunbursts that shine without a hint of tarnish. It can be easily adjusted to fit most sorts of animals. The collar can be automatically fastened to a friendly animal or to an unwilling but **helpless** animal. The collar can be fastened to an unwilling **vulnerable** animal with a successful melee attack throw. Once fastened to the neck of an animal with 8 or fewer HD, that animal is **bewitched** with no saving throw permitted, believing the person who attached the collar to be its trusted friend until the collar is removed. The bewitched animal is immediately considered tame for the purposes of training, and any training it receives will occur at juvenile rates, even if the animal is already an adolescent or older. However, if the collar is removed, the animal will revert to being wild until it is bewitched again; it will be hostile to the user if it was forced to risk its life without fair reward or otherwise harmed or maltreated, though if it was treated kindly and respectfully it might remain neutral or even friendly (Judge's discretion). The collar must be removed and refitted if a new person wishes to claim the animal's friendship. The collar's effects cannot be **dispelled** or **lifted**; they can only be ended by the removal or destruction of the collar.



Comb of Vanity

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 150gp.

The head of this silver hair-comb appears to be a series of intricately interwoven ribbons. A person who spends 1 turn arranging her hair with the comb pinned into it finds imperfections subtly removed from her appearance, as a chthonic witch's **bedazzling glamour** ability. She receives a +1 bonus to all reaction rolls (which does not stack with the Mystic Aura proficiency). She ignores any age-related penalty to CHA while wearing the comb, and ignores any penalties to reaction rolls from permanent wounds or side effects of Tampering with Mortality.

Conch of Auspicious Purity

Base Cost 82,000gp: 1/hour *Holy Blessing* 2nd level esoteric effect 16,000gp; 3/day not more than 1/hour (periodic with cooldown) *Dispel Evil* 6th level esoteric effect 36,000gp; 1/day *Call of the Ancient Tusk* 6th level effect 30,000gp. Apparent Value 700gp.

A Somirean emblem of high office, this large polished conch shell is capped in silver and lapis lazuli and engraved with an elephant-headed hero fighting a many-armed demon. When blown like a horn by a Lawful user, the conch can produce many wondrous effects.

Blowing two short notes three times in sequence can fill up to 30 of the user's allies within a 15' radius with courage and hope, as the spell *holy blessing*. The **blessed** creatures gain a +1 bonus to attack throws, armor class, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical fear. Creatures who have attacked enemies on their most recent initiative cannot be affected. The conch can bless once per hour.

Blowing three long blasts on the conch can *dispel evil* up to thrice per day, though not more than once per hour. The effect can be used in several different ways, as the spell; if the user chooses to center a circle of protection around himself, he must remain stationary and concentrate on repeatedly blowing blasts on the conch to maintain the effect.

Repeatedly trumpeting a deep and mighty blast of the conch for 1 turn can summon 1d4 powerful elephants of great size to serve the blower once per day. The elephants have the statistics of **mammoths** (see ***ACKS II Monstrous Manual*** p. 216) and arrive as per the spell *call of the ancient tusk*.

Crater's Crown

Base Cost 94,500gp: Permanent (turn/level) 1st level effect 19,000gp; 2/day not more than 1/hour (periodic with cooldown) *Conjure Supreme Elemental* 5th level effect 27,500gp; 2 Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp each. Apparent Value 650gp.

The sharp edges of this carefully crafted band of obsidian are perfectly mated together with a minuscule layer of gold to form a smooth circle of volcanic glass. Its wearer gains lordship over heat and rock. Twice per day, but not more than once per hour, he can call forth a great 16 HD **elemental** (see ***ACKS II Monstrous Manual*** p. 117) to serve him, as the spell *conjure supreme elemental*. One of the elementals each day must be from the Elemental Sphere of Fire, with the other from the Elemental Sphere of Earth.

The elemental will obey his will as long as he maintains concentration, for up to 12 hours. He can dismiss the elemental at will to return it to its native sphere, but will lose control if his concentration is lost or the elemental somehow moves more than 360' away from him. An uncontrolled elemental will attack the wearer and his allies before returning to its native sphere, and can no longer be dismissed.

Because of the crown's affinity for earth and fire, the elementals it conjures gain +1 hp per HD (16 hp total). The difficulty to dispel the conjured elementals is calculated as if the wearer were an 11th level caster, or two levels higher than his actual caster level, whichever is better. Additionally, if the wearer would lose his concentration due to taking damage while controlling one of the crown's conjured elementals, he can make a Spells saving throw to maintain his concentration.

In the event an elemental slips his control, or any other creature attempts to assail him with flame or stone, the wearer is not defenseless: he is **resistant** to mundane and extraordinary fire and seismic damage, as the spell *energy protection* for both types. He gains a +2 bonus on saving throws against spells or special abilities that deal fire or seismic damage, and reduces any fire or seismic damage dealt by half.

Crimson Crucible

Base Cost 100,000gp: 1/2 chance of expending item = 2 charges 7th level ritual effect. Apparent Value 5,000gp.

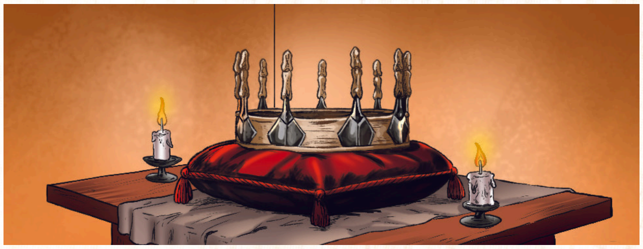
This orichalcum crucible has a base set with electrum cut in the shape of flames. The workmanship is similar to that of a **crucible of conjuring fire elementals**, except the electrum flames are encrusted with a layer of small rubies which scatter the light of any nearby fire out into hundreds of ruddy motes. To activate the crucible's powers, its user must light it with coals and then concentrate on continuously stirring the flames. Over the following turn, the crucible will release showers of sparks cascading in the area around it. The sparks will grow into small columns of flame where they land, each forming into a 4 HD petty fire elemental from the Elemental Sphere of Fire (see ***ACKS II Monstrous Manual*** p. 117). These will file into orderly ranks until a total of 60 petty elementals are arranged in a company-sized unit. At the head of the company will be a pair of far larger 16 HD supreme elementals, positioned as if to lead the company as commander and lieutenant. The summoned elementals will obey whoever used the crucible for up to 1 hour so long as he maintains concentration on them. He will lose control over any elementals who move more than 480' away from him and over all the elementals if his concentration is broken. An uncontrolled elemental will attack him and his allies before returning to its native sphere. While the user can dismiss controlled elementals back to their native sphere at will, he cannot dismiss them once control is lost. The user does not need to continue to stir the crucible's flames in order to maintain concentration; indeed he might not even be able to do so – the intense heat from conjuring so many elementals has a 3-in-6 chance of melting the crucible into slag at the end of the turn.

Crown of Bones

Base Cost 125,000gp: 2 Permanent (1/day) 5th level esoteric effects 37,500gp each; 1/day *Animate Undead* 4th level 20,000gp; 1/day 6th level effect 30,000gp. Apparent Value 2,600gp.

This pale platinum and ivory crown has 10 evenly spaced spikes distributed around its rim. Each of the 10 spikes contains the bones from a necromancer's finger, set there by his apprentice. Once per day, the wearer of the **crown of bones** can command corpses to rise in servitude, reanimating up to 14 HD of skeletons or zombies as the spell *animate undead*. Once per day, the wearer can order up to 22 HD of undead within 30' to stand firm, bolstering them with 1d10+11 temporary hit points. These temporary hit points will be the first lost if any damage is suffered, but cannot be regained through healing magic, and will disappear after 1 turn.

A Chaotic wearer capable of controlling undead will find his ability to do so greatly enhanced by the hands that now rest on his brow. Whenever the wearer succeeds in controlling undead (whether from a roll or automatically from a 'R' result), the undead are controlled for 1 day per level instead of the usual 1 turn per level, and with 3d6 HD controlled rather than the usual amount. If the undead would have been controlled for 1 day per level (from a 'D' result), the undead are instead controlled indefinitely, and with 4d6 HD controlled rather than the usual amount.



Crown of Occult Visions

Base Cost 60,000gp: 1/hour *X-Ray Vision* 5th level esoteric effect 40,000gp; 1/day *Divination* 4th level esoteric effect 20,000gp. Apparent Value 40gp.

This torus of strange silver-grey metal is perfectly smooth without tool mark, symbol, or decor. Despite its silvery hue, it has the same weight as gold. The wearer of a **crown of occult visions** will see flecks of grey creeping in at the edges of his vision like an early snowfall illuminated by a moonless night. Once per hour, by concentrating for 1 turn, he can see through objects as the spell *x-ray vision*, the grey flickers increasing until they cover his field of view and show him what lies inside containers and on the far side of walls. Once per day, by closing his eyes and contemplating the future outcome of a specific goal, event or activity in the next week, he can gain a glimpse into the future, as the spell *divination*. The information he receives will take the form of an image, seen as dim specks of grey light against his eyelids. As with the spell, the Judge secretly makes a magic research throw on behalf of the wearer to determine if the divination succeeds, with a natural roll of 9+ always succeeding. If the throw succeeds, the image seen is true and helpful, but if the throw fails, a false image presenting wrong and harmful information is seen.

Crown of the Deep Mountain

Base Cost 181,500gp: 3 Permanent (turn/level) 1st level effects 19,000gp each; 3 Permanent (1/day) 5th level esoteric effects (population growth, Public Education, Clarion Commander) 37,500gp each; 1/week *Divination* 4th level esoteric effect 12,000gp. Apparent Value 20,000gp.

This crown of king's steel dates back to the early days of Azen Khador, the ancient citadel of the dwarven people. The crown is set with a flawless diamond the size of a child's fist at its forefront, a dozen smaller diamonds set around it to echo its brilliance. The central diamond, properly known as "The Heart of the Mountain", was worked and cut to perfection before ever seeing the sky. When finally introduced to daylight on noon of the summer solstice it gained an unmatched radiance, pouring out a resplendent shimmer. The diamond was then brought back into the vault, the sun's light still dancing within, and set in the crown. Dwarven tradition holds that the solstice day has ever since been one moment shorter (though the calendar-keepers at the Tower of Knowledge can of course easily dispel this heresy).

The sight of the crown's glorious gem can bring a smile to the most sullen of dwarven faces. Unless he is known to have stolen it, a dwarf wearing the **crown of the deep mountain** receives a +2 bonus to all reaction rolls with other dwarves. All dwarven hirelings he commands and any dwarven domain he rules receive a +1 bonus to their morale.

A dwarf bearing the crown inspires his people to strive to live up to the memory of Azen Khador. A dwarven domain ruled by the wearer produces an extra 1gp of services income per family each month. This extra productivity must be used for the good of the domain, such as improving the domain's agriculture, expanding urban settlements, or waging war to defend the domain, or else the base morale score of the domain will be lowered by 1. A few words of praise from the wearer can inspire a dwarven audience to exceptional performance, granting all dwarves within 50' a +1 bonus to initiative rolls, attack throws, and proficiency throws for 1 turn. The wearer can provide such inspiration once per day per class level he possesses.

Dwarves flock to the lands and banner of the dwarf who wears the crown. The population of his domain grows by an extra 2d10 families per thousand each month. When the wearer issues a call to arms to his dwarven vassals, he can ask them to muster their full garrison without provoking a Henchman Morale roll. When the wearer levies the peasant militia of his domain, or when his vassals levy their militias in response to his call to arms, morale of the domain does not suffer a penalty. All militia levied by the wearer, or by his vassals in response to the character's call to arms, gain a +1 bonus to their morale scores for the duration of the call.

The crown has had a long existence, and sat on many a troubled brow in times of strife. Once per week the wearer can call on the spirits of his royal predecessors to ask one question concerning a specific goal, event, or activity that is to occur within one week, as the spell *divination*. Unlike the other powers of the crown, any user may benefit from this advice; however, the dwarves of old have even more incomprehensible idioms than the present day, and often disagree as to the proper course of action. A dwarven wearer gains a +2 bonus to the magic research throw required to understand the divination (with 7+ always succeeding), but a non-dwarven wearer has a -2 penalty (with 11+ always succeeding).

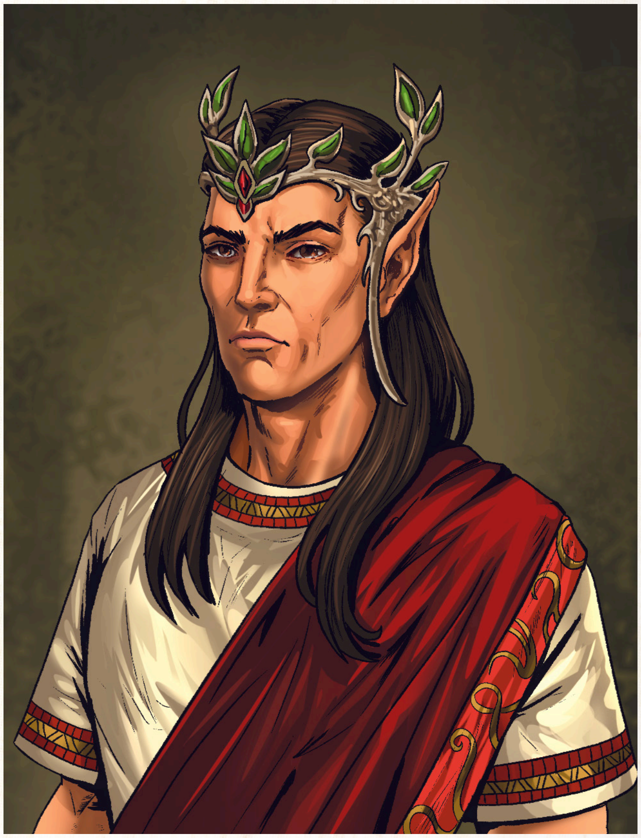
The crown was lost with the fall of Azen Kairn, but whether it now rests in that hoard or was smuggled out, none can say. Were it to be reclaimed, it would be a grand portent that would ignite the spirits of dwarves across both the Meniri and Jutting Mountains, and possessing it would be an immense boon for any who would aspire to unite the dwarves under a king once more.

Crown of the High King

Base Cost 219,000gp: Permanent (1/turn) *Tongues* 4th level esoteric effect 100,000gp; Permanent (1/hour) *Speak with Beasts* 2nd level esoteric effect 24,000gp; Permanent (1/3 turns) *Speak with Plants* 4th level esoteric effect 76,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 1,000gp.

This elegant crown is wrought of white gold with ruby flower petals and jade leaves. It was forged in the aftermath of the Bitter War for the High King of the Argollëan Empire so that he might better govern the subjects of his vast realm, be they human, demihuman, beast, or plant. The crown's wearer understands the language of any intelligent creature within 90', as the spell *tongues*; he can furthermore *speak with beasts* and *speak with plants*, leaving only unnatural creatures of bestial intelligence beyond his ability to interrogate.

To aid its wearer against future treacheries (presumably by the dwarves), the crown also grants the ability to perceive the intentions of those who stand in its presence. The wearer learns the exact reaction result (Hostile, Unfriendly, etc.) of any creatures he interacts with, even if the creatures attempt to lie or conceal their reactions. Creatures with a CHA greater than the wearer's WIL are **immune** to this power, however (and the wearer will know they are immune). The crown's power might be the source of the ancient adage "a courtesan beautiful enough to lie with a king is beautiful enough to lie to a king."



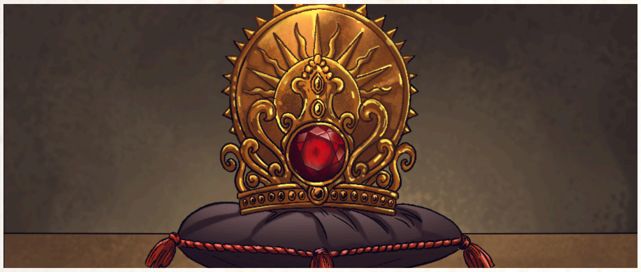
Crown of the Third Eye

Base Cost 169,000gp: Permanent (1/hour) 5th level effect 60,000gp; 1/3 turns *True Seeing* 5th level esoteric effect 62,500gp; Permanent (1/day) *Perpetual Illumination* 3rd level esoteric effect 22,500gp; 3/day not more than 1/hour (periodic with cooldown) *Flesh to Ash* 4th level effect 24,000gp. Apparent Value 15,000gp.

The royal regalia of Somirea for centuries, this magnificent golden headpiece is so large that it is more a helm than a crown. The gold is fashioned in ornate swirls and whorls, which emphasize a flawless round ruby the size of an eye set at the front; a spoked disk at the rear, depicting the setting sun, frames the rest of the crown with a seeming halo. The ruby appears to be a third eye on the wearer's brow; a powerfully enchanted gem, it is controlled by commands which "open" and "close" the eye to release its magic.

At will, by commanding "open the third eye to bestow light to the world" in Classical Somirean, the wearer cause the crown's great ruby to emit a ruddy glow the color of a sunset, producing the brightness of full daylight to 30', bright torchlight to 60', and dim light to 90', as the spell *perpetual illumination*. Once per 3 turns, by commanding "open the third eye to reveal what is not apparent," the wearer can cause the ruby to glow with a piercing light that only he can see. Its rays reveal all things within 120' as they truly are, despite any enchantment, disguise, transformation, or darkness, as the spell *true seeing*. The eye can remain open in this manner for 2 turns or until **dispelled**. Thrice per day (but not more than once per hour), by commanding "open the third eye to destroy what offends me," the wearer can cause the ruby to emit a searing ray that can reduce an offending creature within 120' to a pile of ashes unless it makes a successful Death saving throw, as the spell *flesh to ash*. The target must be a living creature made of flesh with fewer than 9 HD. Finally, whether the third eye is open or closed, the crown protects the wearer from all sources of desire save those in his own heart; he is **immune** to all enchantment spells and effects, including the Mystic Aura proficiency.

The **crown of the third eye** has not been seen in the Somirean court since the reign of Xandrames three generations ago. Some sages believe it was lost during the Grey Death, but no subject of the Maharaja is known to have dared question its whereabouts publicly.



Crucible of Conjuring Fire Elementals

Base Cost 20,000gp: 1/day *Conjure Major Elemental* 4th level effect. Apparent Value 400gp.

This orichalcum crucible's base is set with electrum cut in the shape of flames. Once per day when the crucible is lit with coals, the user can speak an invocation to conjure a 12 HD **elemental** from the Elemental Sphere of Fire (see ***ACKS II Monstrous Manual*** p. 117), as the spell *conjure major elemental*. The elemental will obey its master's will so long as he maintains concentration, for up to 12 hours. He can dismiss the elemental at will to return it to its native sphere, but will lose control if his concentration is lost or the elemental moves more than 360' away from him. An uncontrolled elemental will attack him and his allies before returning to its native sphere; it may not be dismissed by further use of the crucible, but can only be **banished** or outlasted.

Crucible of Eager Flame

Base Cost 16,500gp: 1/turn *Kindle Flame* 1st level effect. Apparent Value 60gp.

This small copper crucible is distinguished by a painted engraving of a tree half covered in foliage and half engulfed in flame. The crucible's flame is as easily spread as a wildfire on a dry day. Once per turn, while the crucible is lit, its bearer may puff a breath across the crucible's surface to *kindle flame* in a 5' diameter area within 15', as the spell.

Crucible of Jealous Flame

Base Cost 25,000gp: At-Will (concentration) 1st level effect. Apparent Value 60gp.

The midsection of this copper crucible is circled with a simple pattern of overlapping rhombuses. When holding lit oil, coals, or incense the crucible's flame appears pale green. The crucible was made for a lone and jealous flame, and will readily remove others so that its light will be more appreciated. While lit, the bearer of the crucible can concentrate on swinging it in the direction of other flames within 15' to snuff them out, as the spell *quench flame*, with an area 5' in diameter being extinguished each round. Creatures bearing torches or tending flames they wish to remain lit can prevent their fire from being quenched with a successful Blast saving throw.

Crucible of Purgation

Base Cost 20,000gp: 1/day *Atonement* 5th level esoteric effect 25,000gp; 1/day drawback 1st level effect -5,000gp. Apparent Value 60gp.

This bronze crucible is marked with a white dove, holy animal of Mityara. Once per day, by spending 1 turn meditating over her misdeeds in front of the lit crucible, a wayward follower of the Empyrean pantheon can petition the Mother of Mercy to aid her return to righteousness. At the conclusion of her meditation, the hand of an angel of Mityara will reach out and touch the petitioner on her cheek. If the petitioner is truly remorseful, she will be forgiven, as the spell *atonement*. If the petitioner worships an Empyrean god other than Mityara, or if she is a Mityaran priestess deemed by the Judge to have grossly violated her strictures (notwithstanding her sincere desire to repent), the angel's touch will sear her flesh, leaving a notable scar resembling black fingerprints on her cheek. It is extremely rare for a priestess of Mityara in possession of such a crucible to trust the claims of new repentance and need for further *atonement* from one who already bears such a scar, however sincere.

Crystal Ball

Base Cost 24,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect. Apparent Value 600gp.

This polished globe is the size of a man's head, carefully cut from true crystal. It may be used thrice per day (but not more than once per hour) to *scry*, as the spell. The user must look into the ball while focusing on the image of a specific creature, object or place of his choice; for up to 1 turn he will see the target's image regardless of distance for as long as he concentrates. Images seen this way will be clearer the more familiar and specific the target is. As with other scrying methods, use of a **crystal ball** has a chance of being detected by any creature capable of casting *scry* should he, an object he is carrying or wearing, or his present location be targeted.

Crystal Ball, Clairaudient

Base Cost 42,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect 24,000gp; 3/day not more than 1/hour (periodic with cooldown) *Clairaudiency* 3rd level effect 18,000gp. Apparent Value 600gp.

This **crystal ball**, in addition to allowing the user to *scry* thrice per day (but not more than once per hour) allows the user to hear from the location scried upon, as the spell *clairaudiency*. The user will hear through the ears of the creature closest to his apparent point of view. If a living creature is not within 90' of the apparent point of view the *clairaudiency* will fail, though the ball will still show images of the scried target.

Crystal Ball, Form Falsifying

Base Cost 49,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect 24,000gp; 1/day *Guise Self* 4th level effect 20,000gp; 1/day 1st level effect 5,000gp. Apparent Value 600gp.

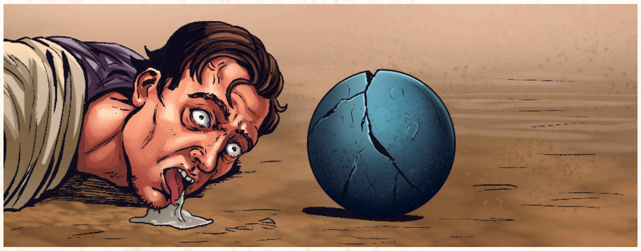
This **crystal ball** is made of layers of concentric semi-transparent spheres of mirrored glass. By focusing on the centermost crystal sphere, the user can *scry* thrice per day (but not more than once per hour) in the usual manner for crystal balls. When scrying, the subjects of the ball's magical inquiries are visible in the centermost crystal sphere, while the user sees himself and his surroundings visible in the outermost crystal sphere.

Once per day, by focusing on the outermost layer, the user can alter his appearance to that of another, as the spell *guise self*. A wise wielder of the **form falsifying crystal ball** will scry his target's natural mannerisms beforehand in order to better disguise himself. If the user attempts to *guise* himself as someone he has scried upon in the last day, he can do so as if he had two ranks of Disguise proficiency, such that his disguise succeeds on a proficiency throw of 9+ and those intimately familiar with the form assumed must make proficiency throws of 16+ to see through it. (If already proficient in Disguise, the user gains an additional two ranks of the proficiency for this purpose.)

Crystal Ball, Fixating

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 600gp.

This **cursed** blue orb appears to be a magical crystal ball of scrying. When an arcane spellcaster attempts to use it to view a distant creature, object, or place, the crystal ball will instead crack down its center. The user must make a successful Implements saving throw at a -4 penalty or be reduced to a **stupefied** fool. Until the condition ends, he will be unable to cast spells, understand language, communicate coherently, or fight effectively, though he will dimly remember who his friends are and may follow their simple instructions. Even as a drooling simpleton, the user will still believe himself to be a powerful and intelligent spellcaster, spending hours pondering his now-inert orb for "guidance". The victim remains **stupefied** until the effect is successfully **dispelled** or **lifted**.



Crystal Ball, Indiscernible

Base Cost 54,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect 24,000gp; Permanent (1/day) *Indiscernibility* 4th level esoteric effect 30,000gp. Apparent Value 600gp.

This dark and cloudy orb is just small enough to be concealed from view in two closed hands. It can be used thrice per day (but not more than once per hour) to *scry*, as a **crystal ball**. The ball's owner benefits from *indiscernibility*, and cannot himself be spied upon by any type of **locate** or **scrying** spell. This immunity makes the ball particularly valuable for scrying upon spellcasters, as it prevents any who are themselves capable of scrying from learning who has targeted them.

Crystal Ball, Perilous

Base Cost 18,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect 24,000gp; 3/day drawback 1st level effect -6,000gp. Apparent Value 600gp.

This orb is ridden with internal cracks, its depths clouded as ice, though its exterior remains smooth and clear. It can be used thrice per day (but not more than once per hour) to *scry*, as a **crystal ball**. If, while scrying upon another creature capable of casting *scry*, the user is detected because his target made a successful Implements saving throw, the ball will become unstable and lash out at the user's own mind. He must himself then succeed on an Implements saving throw or be driven **mad** for 1d6 weeks. If attempting to *scry* a target of higher caster level than his own, he suffers a penalty to this saving throw equal to the difference in levels.

Crystal Ball, Stalking

Base Cost 42,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect 24,000gp; 1/week *Summon Invisible Stalker* 6th level effect 18,000gp. Apparent Value 600gp.

This orb is tinted a deep shade of violet. It may be used thrice per day (but not more than once per hour) to *scry* as a typical **crystal ball**. Once per week, the user can call upon the forces of the Sphere of Elemental Air, bringing forth an **invisible stalker** (see ***ACKS II Monstrous Manual*** p. 190) to strike down a target of his spying, as the spell *summon invisible stalker*. The invisible stalker is typically tasked with assassinations of scried targets, retrieval of scried objects, and so on. It hates being assigned complex, protracted duties, and will attempt to pervert any such tasks to the detriment of its summoner.

Crystal Ball, Telepathic

Base Cost 48,000gp: 3/day not more than 1/hour (periodic with cooldown) *Scry* 4th level esoteric effect 24,000gp; 3/day not more than 1/hour (periodic with cooldown) *Telepathy* 4th level esoteric effect 24,000gp. Apparent Value 600gp.

This **crystal ball**, in addition to allowing the user to *scry* three times per day (but not more than once per hour), allows the user to exchange mind-to-mind communication while scrying, as the spell *telepathy*. Each round while scrying, the user can choose a sapient creature within 180' of his apparent point of view and offer it a telepathic link. The target receives an Implements saving throw to resist the link if it is unwilling. Once linked, the caster can read all of the target's surface thoughts and can send thoughts of his own to the target, without need for a shared language. If no sapient creatures are in range *telepathy* is impossible, though the ball will still show images of the scried target.

Crystal Slippers

Base Cost 51,000gp: Permanent (1/hour) *Speak with Beasts* 2nd level esoteric effect 24,000gp; Permanent (1/hour) *Allure* 1st level effect 12,000gp; 1/day 3rd level effect 15,000gp. Apparent Value 1,500gp.

Smoothly cut from quartz so strikingly clear it could be mistaken for high quality glass, these slippers serve to elevate the standing of the woman who wears them among man and beast alike. The slippers are unlikely to fit with so little give to the material, but with a command word they will resize to comfortably cradle the foot of any normal-sized woman. The wearer can *speak with beasts* as the spell, able to kindly deal with any ordinary and giant animals from the mouse to the giant eagle. She gains a +1 bonus to reaction rolls to impress or intimidate each creature she encounters, **bewitching** them for as long as they remain in her presence if this results in a total reaction roll of 12+, as the Mystic Aura proficiency. (If she already has this proficiency she instead simply gains a +1 bonus to reaction rolls.)

Once per day, by tapping her toes together, the wearer can glamourize herself and her clothing, changing her appearance like the spell *guise self* but only into better dressed and more glamorous versions of herself. Ornate armor can be produced in this manner as easily as elegant clothing, but regardless of the form assumed, will only provide the protection of the armor she is actually wearing. The slippers always retain their own form, the effect ending within 1 turn if they are removed. She can also end the transformation at will at the start of her initiative; it otherwise ends at midnight.

Crystal Songbird

Base Cost 1,500gp: Permanent (1/day) cantrip effect. Apparent Value 150gp, but obviously magical.

This crystal figurine resembles a beautiful songbird in size and shape, its translucent body acting as a natural prism that creates soft rainbows of color visible against whatever background it sits on. When exposed to light (even the dim light of a candle or open night sky will suffice), the bird produces a magical song that shifts in pitch and tone as the light sources it is exposed to flicker and move. Some elven musicians have been known to orchestrate concerts with a dozen or more **crystal songbirds** singing in choruses guided by moving fire-batons and illusory lights. When not in use, the figurines are usually stored in gilded birdcages shrouded by cloth curtains.

Cube of Cold Immunity

Base Cost 40,000gp: 1/hour 5th level effect. Apparent Value 50gp.

This pale marble cube appears to be a gambler's die with a sleeping bear etched into one face. Pressing the bear creates a ward against cold and frost within a 10' × 10' × 10' cubic area centered on the cube and moving with it. Those within the area are **immune** to cold as though benefiting from the spell *energy invulnerability*; they automatically succeed on saving throws versus spells or special abilities which deal cold damage, and ignore mundane and extraordinary cold damage. The cube's effect lasts for 3 turns and can be activated once per hour.

Dead Eye

Base Cost 53,500gp: Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; Permanent (turn/level) 2nd level effect 38,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 100gp.

This prosthetic eye has a white-grey core beneath clear resin, with an inscribed fire around the eye's false pupil marking it as an unholy symbol of Dirgion, Chthonic god of death. The eye's core consists of a carefully selected set of bone fragments from undead archers seamlessly fitted together, the resin sealing the pieces together. If worn in a creature's empty eye socket, the **dead eye** not only grants ordinary sight of a living eye, it awards its wearer the *lightless vision* of an undead one, enabling him to see in darkness out to 60' as the spell. When wielding missile weapons, the wearer gains two ranks of the Precise Shooting proficiency. He can attack unengaged enemy targets without penalty, even past cover or engaged allies, and attack engaged enemies at only a -2 penalty. (If the user already has the Precise Shooting proficiency, the eye's ranks stack with his own.) Though the eye aids its wearer, it also changes him in accordance with its dark nature; he is treated as an inherently evil summoned creature for purposes of detection and protection effects, and Lawful divine casters can turn him as a wight (though Chaotic divine casters cannot command him as one).

Dead Man's Collar

Base Cost 72,000gp: Permanent (1/hour) *Necromantic Invulnerability* 6th level effect. Apparent Value 5gp.

Tied into a hangman's knot, this short length of rope has small beads braided into it, their bleached white bone standing out against the black fibers. So long it lies tight around his neck, the wearer of the noose is preternaturally difficult to kill. Whenever he is reduced to 0 or fewer hit points, he immediately rolls 1d20 + 1d6 on the Mortal Wounds table, applying the usual modifiers for hit points and Constitution and an additional +11 bonus. The wearer suffers any resulting permanent wound but is immediately restored to 1 hp without need for bed rest, as the spell *necromantic invulnerability*. He can only be truly slain while **helpless**, if **disintegrated**, if slain by necrotic damage, or if he loses the noose from being instantly decapitated.

Dead Man's Hand

Base Cost 88,500gp: Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; 1/turn *Halt Humanoids* 2nd level effect 33,000gp; 1/turn 2nd level effect 33,000gp. Apparent Value 5sp.

This grotesque creation is composed of the dried and pickled hand of a lawfully-executed murderer, upon which is mounted a candle formed from the fat of the same murderer. For any of the powers of the hand to be used, its candle must be lit. The candle's flame gives off no apparent radiance and never seems to burn down, but like any flame can be extinguished by strong wind or water. While the candle is lit it gives an eerie light to its bearer only, letting him see in total darkness to a range of 60' as the spell *lightless vision*. It also grants him two abilities, each usable once per turn. First, by speaking the dead murderer's true name, the bearer can *halt humanoids* for 3 rounds as the spell. Second, by speaking the name of the murderer's last victim, the bearer can suppress *magic lock* and *seal portal* spells within 5' for 3 turns, as a **chime of unlocking**. The hand can be used by any creature but is most sought after by thieves, assassins, and nightblades.

Death Shroud

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 150gp.

This diaphanous grey cloak is held together at the front by a small silver pin in the shape of a human skull. The shroud conceals its wearer's essence more than his material form, causing the animating energies which grant undead their senses to struggle to perceive him. The wearer is always considered to be in dim light or cover for purposes of Hiding from undead. When the wearer is **sneaking**, the range at which undead can see him with **lightless vision** is halved.

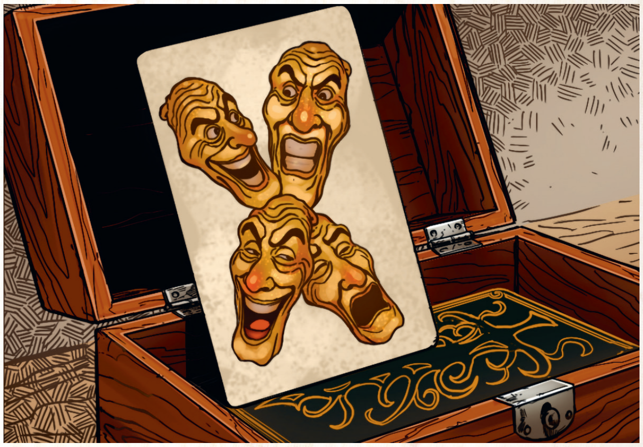
Deck of Laughter and Misery

Base Cost 12,000gp: 1/week *Divination* 4th level esoteric effect. Apparent Value 150gp.

This deck of 49 sturdy playing cards appears to be for the game Calefan Esevi ("lucky sevens"). The cards are more elaborate than those typically used by gamblers, however. Each card has a swirling pattern of gold foil on its back and a painted face with grotesque and joyous forms contorted into numbers to serve as the card's values. The deck is found in a small box of olivewood set in ebony with the same swirling pattern as the card backs, sealed with a silvered clasp.

While it can be used to play games of chance, the deck is actually a divining tool. A divine spellcaster, a creature with the Soothsaying proficiency, or a creature otherwise skilled in such arts can use the deck to perform *divination*, as the spell. To activate the deck's magic, the user must remove the deck from its box, tap the deck on each edge, think of a question concerning a specific goal, event, or activity to occur in the next week, and then draw three cards. The images on the drawn cards will magically change their appearance to answer the question with some useful advice. The advice will be stylized and symbolic rather than clear and literal, however. For example, if the user inquires about how to break into a castle, the images might show a sumptuous feast, a singing bard, and an open door; this might mean the user should pose as a bard to secure entrance during an upcoming feast, or that the user could sneak into the castle while the bard is singing during a feast, because a door will be accidentally left open; or that the user should bribe the bard to open the door during the feast; and so on.

As with the spell, the Judge secretly makes a magic research throw on behalf of the user to determine if the divination succeeds. If the throw succeeds the deck's advice is right and helpful, but if the throw fails the deck's advice is wrong and harmful. A natural roll of 9+ always succeeds. The cards can only provide advice in this manner once per week, the altered images visible to the user and those nearby for 1 round before the cards return to their normal appearance. As only the user of the deck knows the question asked, it is possible for skilled users to intentionally provide a false reading to an audience, asking the cards one question and explaining their response as if a different question was asked.



Deck of Many Spells

Base Cost 6,000gp: 3/day not more than 1/hour (periodic with cooldown) 2nd level effect 12,000gp; 3/day drawback 1st level effect (randomness) -6,000gp. Apparent Value 520gp.

This deck contains 52 cards edged in gold leaf. The cards are finely painted, each showing the effects of a different arcane spell. An arcane caster who shuffles the deck and draws a random card immediately adds the spell corresponding to the card's image to his repertoire. The spell remains in his repertoire until another card is drawn from the deck, the caster undertakes his daily study, or 1 day has passed, whichever happens first; he does not have access to the spell formula itself for purposes of making copies for later use. The deck can only be used in this manner three times per day, and not more than once per hour. Drawing a fourth or further card from the deck, or drawing another card from the deck when less than an hour has passed since the last drawing, removes the current spell without granting a new one. The deck's magic does not function unless all 52 cards are present; removing some cards (e.g. to change the odds of which spells get drawn) simply makes the deck inert. A typical **deck of many spells** contains the spells listed below, though the Judge can substitute a different list of 1st and 2nd level spells as desired. The spell gained can be determined using a standard deck of playing cards with jokers removed or by other random means.

DECK OF MANY SPELLS SPELL TABLE

Level	D52	Card	Spell	D52	Card	Spell	D52	Card	Spell	D52	Card	Spell
1	1	A♣	*Choking Grip*	14	A♥	*Arcane Armor*	27	A♦	*Chameleon*	40	A♠	*Blinding Flash*
1	2	2♣	*Counterspell*	15	2♥	*Auditory Illusion*	28	2♦	*Discern Gist*	41	2♠	*Desiccate*
1	3	3♣	*Kindle Flame*	16	3♥	*Beguile Humanoid*	29	3♦	*Discern Magic*	42	3♠	*Earth's Excrescence*
1	4	4♣	*Mage Missile*	17	4♥	*Frighten Humanoid*	30	4♦	*Illumination*	43	4♠	*Fan of Flames*
1	5	5♣	*Sharpness*	18	5♥	*Illusory Figment*	31	5♦	*Leaping*	44	5♠	*Ice Floe*
1	6	6♣	*Shatter Blade*	19	6♥	*Infuriate Humanoid*	32	6♦	*Silent Step*	45	6♠	*Sling Stone*
1	7	7♣	*Slicing Blow*	20	7♥	*Seal Portal*	33	7♦	*Slickness*	46	7♠	*Thunderclap*
1	8	8♣	*Summon Manes*	21	8♥	*Slumber*	34	8♦	*Spider Climbing*	47	8♠	*Wall of Smoke*
2	9	9♣	*Battering Ram*	22	9♥	*Dominate Humanoid*	35	9♦	*Discern Invisible*	48	9♠	*Burning Sparks*
2	10	10♣	*Bloody Flux*	23	10♥	*Halt Humanoids*	36	10♦	*Levitation*	49	10♠	*Circling Winds*
2	11	J♣	*Energy Protection*	24	J♥	*Hypnotic Sigil*	37	J♦	*Locate Object*	50	J♠	*Earth's Wave*
2	12	Q♣	*Magic Lock*	25	Q♥	*Illusory Duplicates*	38	Q♦	*Ogre Strength*	51	Q♠	*Rain of Vitriol*
2	13	K♣	*Physical Protection*	26	K♥	*Phantasmal Figment*	39	K♦	*Swimming*	52	K♠	*Sunflare*

Desert Rose

Base Cost 51,000gp: Permanent (1/hour) 3rd level effect 36,000gp; 1/week *Mirage* 5th level effect 15,000gp. Apparent Value 500gp.

This intricate flower-like formation of gypsum has clusters of stony blooms forming a luminous crystalline rosette; a silver clasp attached to its base allows it to be worn as a brooch or cloak-pin. The wearer can endure the desert's scorching days and cold nights, gaining the benefits of *protection from temperature* simultaneously against both sweltering and frigid temperatures. Once per week, by touching the flower and calling to mind the shimmering vistas of the desert, the wearer can produce a *mirage* of a structure or terrain up to 480' in diameter, as the spell. *Mirages* created by the rose persist until **dispelled** or dismissed by the wearer; the rose can sustain a maximum of 9 mirages at once. If the **desert rose** is destroyed, all of the *mirages* it is sustaining vanish, but the death of the rose's user (whether it be a prior user who created an illusion or the current user) has no effect: the sands don't care if a man lives or dies.

Diadem of Virtue

Base Cost 67,500gp: Permanent (1/hour) *Holy Circle, Sustained* 3rd level effect 36,000gp; 7 charges choice of *Dispel Evil* 6th level esoteric effect or recharge 6th level effect = effective 9th esoteric level effect 31,500gp. Apparent Value 2,000gp plus 2,000gp per brilliant sapphire (16,000gp when fully charged).

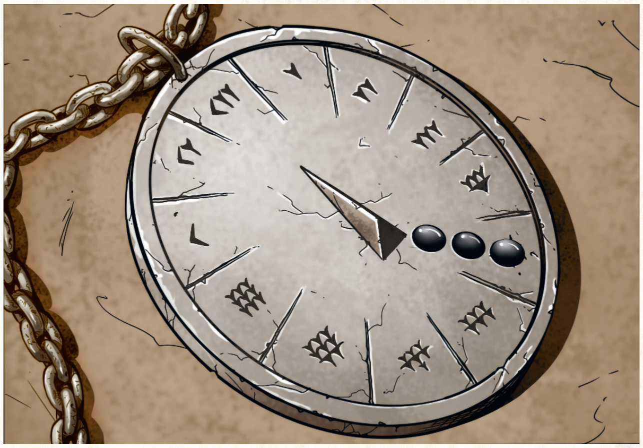
This platinum diadem is set with seven glorious white sapphires. A small inscription on the diadem's interior, written in Classical Auran, reads "there are things that should not be." First crafted by the witch Aesri the Short-Changed in recognition of her own valiant services to the forces of Law, the diadem acts as both weapon and shield against vile abominations. The diadem at all times carries a *sustained holy circle* around it; this provides a 10' radius barrier which blocks enchanted creatures from entering or attacking through it with their natural weapons, unless the wearer or a protected creature attacks, casts a spell on, or tries to force the barrier against them. Additionally, those within the circle receive a +1 bonus to AC and saving throws against attacks made or effects created by evil creatures. The diadem's seven sapphires each gleam with Lawful power. If the wearer points at a creature or location within 45' and commands it "Be Not", one of the diadem's sapphires will blaze with light and expend its power to *dispel evil*, as the spell; that sapphire will then lose its radiance and become dull. The diadem's sapphires can regain their brilliance if kept in a **pinnacle of good**. Each month it remains within an illuminated, hallowed, or sacrosanct pinnacle, the diadem has a 10%, 20%, or 50% chance of a single sapphire's radiance and power returning, respectively. 1d8-1 of the diadem's sapphires will be brilliant when it is found.

Dial of Displaced Dooms

Base Cost 18,000gp: 12 charges *Necromantic Invulnerability* 6th level effect 36,000gp; 12 charges drawback 3rd level effect -18,000gp. Apparent Value 300gp.

Set on a tarnished silver chain, this silver medallion appears as a small flat sundial, with its gnomon and hour lines inlaid with platinum. A trail of small onyx pieces forms a 'shadow' from the gnomon to the rim. This shadow never moves when watched, but when freshly observed matches the position that would be cast if it were situated at the center of Old Zahar; when night would fall on that spot, the stones scatter across the disk and instead depict the stars of the night sky. The wearer cannot easily perish – though he may wish to before the disc is spent. If he is reduced to 0 or fewer hit points he immediately recovers with 1hp, suffering the results of a mortal wound as the spell *necromantic invulnerability*, for a single instance of damage. He can only be truly slain while **helpless**, if **disintegrated**, if slain by necrotic damage, or after the disc has been depleted. The dial is found with 1d12 charges remaining, with a slight difference in the hour-line's shine as the shadow passes the corresponding hour revealing the instrument's remaining charges; its jewels fall loose when the last charge is expended.

Each death the dial averts comes with a heavy cost, as the wearer gains not only an increasingly-mutilated body but also a growing burden upon his soul: he suffers a cumulative -5 penalty to Tampering with Mortality rolls each time the instrument triggers, persisting even after it is spent, until the fate so avoided is passed to another. Slaying another living creature (whether by spell, steel, or subterfuge) whose level or HD is equal to twice the wearer's level at the time he received his injury will remove one instance of the tampering penalty. Its remains, if any, will show marks mirroring those taken by the wearer at the time his death was delayed. Those with a macabre sense of humor sometimes refer to such a dial as Tia's Timepiece, referring to a storied thief whose many close encounters with death left her with only the lightest of scars; despite this seeming fortune, she was later rent asunder in body and soul, after receiving a *repair disfigurement and disability* spell for her scars without first engaging in the requisite slaughter to cleanse the accumulated tampering. Those with a more academic approach to history instead associate such items with their original creator, the Zaharan necromancer Bet-Atbaru the Soulless.

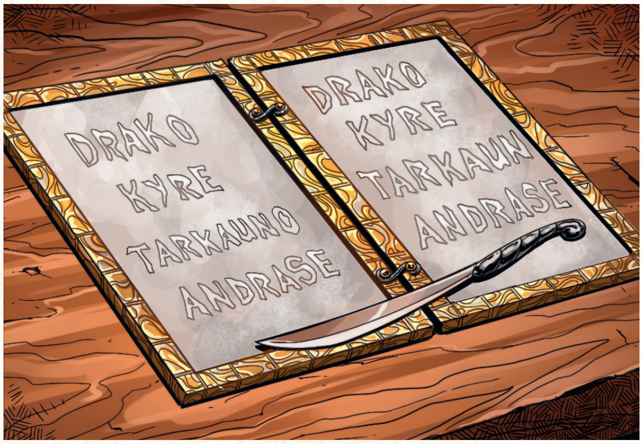


Diptych of Far-Reaching Discourse

Base Cost 9,500gp per tablet: 1/hour 1st level esoteric effect 8,000gp, consume for single charge 6th level effect 3,000/2 = 1,500gp. Apparent Value 200gp per tablet.

These 8" by 10" beeswax tablets are set in frames of gold and ivory, and are typically (3-in-4 chance) found in pairs, with a small gilded latch on each allowing them to be kept shut against each other. A pair of tablets so secured, once separated, are magically sympathetic. As long as they are within 12 miles of each other, any message written in one will be reflected in the other, though with a risk of error which increases with distance and message length. The Judge should roll a secret proficiency throw for the user, who succeeds on a 4+, or 2+ if he has either the Profession (scribe) or Signaling proficiency. Each mile of distance between the tablets after the first imposes a cumulative -1 penalty, as does each five words of message after the first five, rounded up in both cases. On a failure, the intended message will be delivered with portions missing or mistranscribed, its meaning distorted in a manner of the Judge's discretion. Each message takes 1d6 turns to appear on the opposite tablet, and is blocked by any lead or gold other than its own frame; a new message sent from either tablet replaces any message which has not yet arrived. Such missed and mistaken messages are said to have prompted King Jahfur the Merciful to banish a series of no less than twenty-seven Shebatean magistrates.

The tablet can also be used to deliver a single message without risk of misunderstanding, by smashing the frame and drawing out the wax, which will reform over the course of 1 round into a small bird. The bird will wait up to 1 turn for the user to whisper a message into its ear, then depart with the message for a designated recipient. This functions as the spell *avian messenger* except that the artificial bird will travel 48 miles per hour for up to 3d6 days to deliver its message, without need for rest; the wax bird has the statistics of a **small raptor** (see ***ACKS II Monstrous Manual*** p. 261) but as a construct is also **immune** to enchantment effects, necrotic damage, and poisonous damage. Upon delivering its message, being destroyed, or its duration expiring, the bird melts away into a puddle of wax.



Dispensation-Stone of Zahar

Base Cost 38,000gp: 2 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 50gp.

This thin slab of iron is engraved with Ancient Zaharan cuneiform that demands obedience to its holder with subtle and overt threats. As the Zaharans wove their domination of chaotic creatures into their very blood, they on occasion also wove this power into iron passports so that certain useful allies and servants would be deemed worthy to command (even though not worthy to rule). If the bearer keeps the stone visible during an encounter with intelligent Chaotic monsters, he gains a +1 bonus to his reaction rolls with those creatures, and they suffer a -2 penalty to their saving throws against any enchantment spells he casts on them, as the Zaharan's **ancient pacts** racial power. Additionally, any Chaotic characters or monsters in the bearer's service gain a +1 bonus to their morale score whenever he personally leads them, as the **dark charisma** power.

Dragonfly Cloak

Base Cost 95,000gp: 2 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (turn/level) *Winged Flight* 3rd level effect 57,000gp. Apparent Value 350gp.

This sheer silk cloak tapers to four "tails" at its base, with an iridescent blue color crisscrossed by bold black lines giving it the appearance of stained glass. The cloak's thin fabric flutters from even slight movements in the air, warning its wearer of any dangers moving nearby. He gains a +2 bonus to surprise rolls, and does not suffer a penalty to surprise rolls or reduced speed from being **blinded**. He suffers only a -2 penalty on attack throws when blinded or fighting invisible enemies instead of the base -4 penalty, as the Blind Fighting proficiency. At will, the wearer can speak a command word to have the cloak rise and extend outwards from his back to form two pairs of giant dragonfly wings, allowing him to fly as the spell *winged flight*. The first cloak of this kind was created by the warlock Damanos, whose obsession with insectile forms would later lead to a horrific mishap etched forever into the history of crossbreeding research.

Drum of Devastation

Base Cost 66,000gp: 1/turn *Earth's Tremor* 4th level effect. Apparent Value 50gp.

This large drum is made of elephant hide stretched over a 3' frame of hardwood and set with silver and bronze tacks. When the drum is struck on soil, sand, silt, clay, or unworked rock, it will produce spasms in the earth, shaking it like a stampede of mighty beasts. These shockwaves will spread out in a 50' radius from the user if the drum is set flat on the ground, or in a flat cone 150' long and 100' wide if the drum is set on its side. The shockwaves continue for as long as the user concentrates on beating the drum, as the spell *earth's tremor*. Each creature that starts its initiative in or enters the affected area must make a Blast saving throw. Those failing the throw suffer 1d6 ◠ damage and are knocked **prone**. Structures in the area of effect suffer 1 ◠ structural damage per round per 10' square area. Once the user ceases drumming for any reason, the drum cannot be activated again for 1 turn. During this time, its hide continues reverberating without effect, only becoming usable again once calm.

Drum of Terror

Base Cost 150,000gp: At-Will (concentration) 6th level effect. Apparent Value 750gp.

This large drum is made out of giant snake hide stretched over a 3' wide oak frame and set with golden pins. When the drum is struck, it produces a bone-rattling beat in all living things within a 240' radius, excepting the user and those within 10' of him. Each creature within range must succeed on a Paralysis saving throw or be **frightened**. The condition persists for as long as the user remains stationary and concentrates on beating the drum. If interrupted, the drumbeat can be freely started again on a subsequent round; any creature previously affected by or newly exposed to the unnatural rhythm must then make a new Paralysis saving throw to resist the effect, but any creature that succeeded on a saving throw against it is **immune** to the effect for 1 turn afterwards.

Drum of Urgency

Base Cost 12,000gp: 8 charges *Holy Prayer* 3rd level effect. Apparent Value 210gp.

The head of this pentagonal drum is embroidered with the hammer of Türas, Judge of Valor. If struck by petty hands, the drum makes no sound. However, if a fighter (or other class with equal or better attack progression) strikes the drum with the flat or butt of a weapon, his blow resonates in the heartbeats of up to 5 allies within 90'. On their next initiative, each recipient can move at double their normal speed and can make one additional attack, as the spell *holy prayer*. Each such strike expends one charge from the drum. **Drums of urgency** are found with 1d8 charges remaining; when the last charge is expended, the drum becomes a mundane instrument, indifferent to the valor of the hand that strikes it.

Dust of Darkness

Base Cost 500gp: Single charge 1st level esoteric effect. Apparent Value 0gp.

Stored in a black silk packet, this black dust might be mistaken for fine charcoal with a small portion of dull metal flakes mixed in. The dust can be thrown into the air to create a spherical cloud of darkness centered upon the user's location, as the spell *tenebrosity*. The *tenebrosity* reduces any light to pitch blackness within 15' of the target location or object; bright light to dim light within 30' of the target; and dim light to pitch blackness within 30' of the target. The *tenebrosity* also blocks out **lightless vision**. The user of the dust can see through the darkness for 1 round after throwing the dust, allowing him a moment's opportunity to escape or obtain some other advantage. The cloud of darkness persists for 6 turns.

Dust of Desolation

Base Cost 2,000gp: Single charge *Sunder Structure* 4th level effect. Apparent Value 0gp.

This volcanic ash is stored in a small grey packet that feels warm to the touch. The dust can be smeared on a target structure to obliterate it with seismic power, as the spell *sunder structure*. The user must make an attack throw against the structure's AC (typically 2 for wooden and 6 for stone structures). If the attack throw succeeds, the structure suffers 250 ◠ structural damage (enough to destroy one story of a tower or a 30' length of wall) if stone or 1,250 ◠ structural damage if wood. Collapsing structures will deal 5d6 ⚒ damage to creatures inside, or half that if the creatures succeed on Blast saving throws.

Dust of Discontinuity

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 0gp.

This dull grey dust is stored in a packet of purple silk. The dust can be thrown into the air around a single living humanoid's face within 15' to induce memory loss, as the spell *forgetfulness*. Targets with fewer than 2 HD are automatically affected, while other targets are affected unless they succeed on Implements saving throws. Affected targets lose all memory of the minute before the dust was used, and form no memories of anything that happens during the subsequent turn; during this time they count as **mesmerized**. After a month, or when the effect is **dispelled**, the target regains memories lost to the effect, but does not recover memories that never formed in the turn after the dust's use.

Dust of Disenchantment

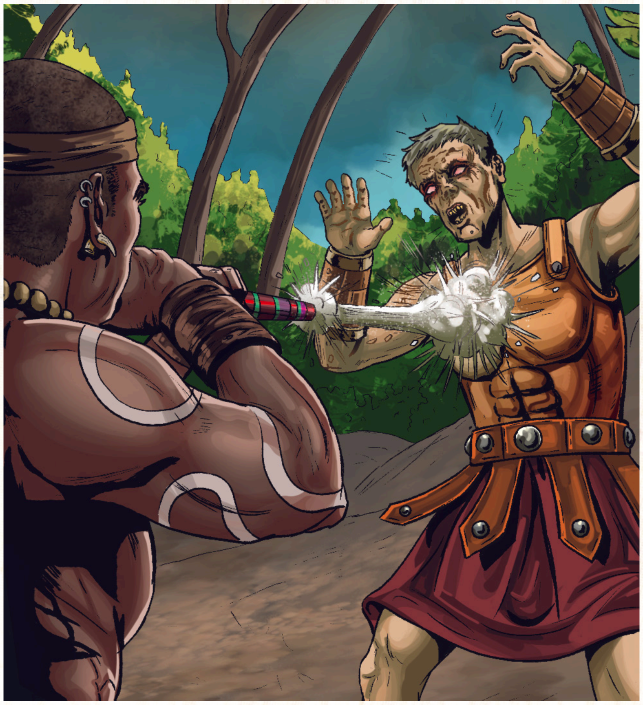
Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 0gp.

This glittering-white powder is typically stored in a small packet or hollow tube sealed with wax. Ongoing magical effects on creatures and objects sprinkled with the dust are likely to be **dispelled**, the dust affecting them as the spell *dispel magic* with a caster level of 3. The dust can be flung into the air to coat all targets within a 10' radius, or alternatively blown out through a tube to cover a cone 20' long and 15' wide. While the dust does not hinder further spellcasting after its initial use, spellcasters who accidentally breathe in the dust feel an irritating tingle while casting that persists for hours.

Dust of Khalil Azim

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 1gp.

Made of rare spices and the ground innards of unearthed mummies, this powder is a horrible Chaotic poison. A user can safely blow the dust out of a tube to cover a cone 20' long and 15' wide in front of himself. A user who is immune to poison or willing to risk his own fate can scatter the dust in a 10' radius around himself. All living creatures in the affected area must succeed on a Death saving throw or be instantly slain. Those slain by the dust return as **zombies** which obey the verbal commands of the user, should he survive. After 1 day these zombies turn to dust, recreating the scent of spice and death but with no magical properties.



Dust of Revelation

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 0gp.

This glittering golden powder is incredibly fine. It is typically secured in a small packet of paper or fabric or in a tube of lightweight wood or bone. A container of dust hurled into the air will coat everything in a 10' radius of the creature scattering the dust. The dust causes hidden creatures and objects to become instantly visible from the shimmering covering. Creatures coated cannot benefit from Hiding, **natural stealth**, *invisibility*, or the spell *illusory duplicates* until the dust's magic fades in 1 turn or is **dispelled**; the dust is too fine to be removed by hand.

Dust of Vanishing

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 0gp.

This fine charcoal-black powder seems to drink in light. It is typically secured in a small packet of paper or fabric or in a tube of lightweight wood or bone. The dust can be applied to a creature or object to render the subject *invisible*. A creature coated will remain *invisible* even if it attacks, though if it casts a spell any dust on it will be rendered inert. The *invisibility* granted by the dust lasts for only 2d6 turns.

Dwarven Cord

Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 90gp.

These sturdy 50' long magical ropes are finely braided, with great resistance to wear and moisture. Upon command of a person touching it, the rope either ties itself at a point of the speaker's choice with a spoken type of knot, or unties itself, doing so once per turn. The enchanted cords are more commonly known within the Empire as **elven rope**, though dwarven scholars insist that they were its original creators (and many will produce an impressive amount of documents which they claim support these allegations).

Dwarven Jumping Cube

Base Cost 5,000gp: Permanent (1/turn) cantrip effect. Apparent Value 10gp, but obviously magical.

Cast from a single piece of copper, this small cube measures an inch per edge. It is intricately decorated on each side with inlaid silver and gold set into minute geometric arrangements. Once per round, the cube hops 2d6 inches upward, flips completely over, and falls back down. It moves with too little force to be useful for dwarven automatons or industry, but it makes for a marvelous toy.

Dwarven Rhetor Statues

Base Cost 5,000gp: Permanent (1/turn) cantrip effect. Apparent Value 100gp, obviously magical when in proximity but typically stored at a distance.

These 6" stone statuettes of dwarves are always found in matched pairs: one a calm and stoic dwarf with a well-groomed beard and one an emotional dwarf with an unkempt beard. Whenever they are within 30' of each other, both statuettes activate and begin to argue back and forth nonstop in Dwarven. The arguments have no real continuity or substance, mostly consisting of non-sequiturs, drawn-out metaphors, and obscure dwarven legal minutiae. However, the ambiguity of the arguments lets them maintain a facade of relevance and progression; a simpleminded observer might even mistake the statuettes as actually being intelligent beings having a proper argument. At any given moment, a pair of **dwarven rhetor statues** might be arguing about one of several different topics, though nothing much of note can be gleaned from any of them. Choose or roll 1d6 for topic:

D6	TOPIC
1	The arrogance of youth
2	The foibles of non-dwarves
3	Proper dwarven beer
4	Dwarven fashion
5	The superiority of years gone by
6	Seemingly recent events (all nonsense)

Whatever the topic, the statuettes will not stop arguing until they are moved farther than 30' apart, even if they cannot see or hear one another. This makes them a wonderful toy for children; 1-in-6 statues were commissioned for wealthy patricians and enchanted to argue in Classical Auran. Some adventurers have also found inventive uses for them, and at least one junior dwarven rhetor used a statuette as a training aid; upon finding himself unprepared for a trial, he employed a now-infamous "Statuette Defense". Though he successfully prevented the case from being decided by talking the jury to exhaustion with endless irrelevancies, the College of Rhetors was outraged, and "invited" the young rhetor to become a delver in response.

Earring of Dark Whispers

Base Cost 6,000gp: 6 charges *Dark Whisper* 2nd level effect. Apparent Value 80gp.

This **cursed** black pearl earring is always found with a non-magical partner of identical appearance, which are small enough to be comfortably worn all day and night without removal. However, each time the wearer falls asleep wearing the earring, the earring expends a charge to attempt to afflict her with nightmares, as per the *dark whisper* spell. The effect triggers whenever the wearer falls asleep wearing the earring, and does not depend on the wearer enjoying restful sleep at night; even if the wearer is magically *slumbered*, naps during the day, has her rest interrupted during the night, or so on, she can still be affected.

Since the slumbering wearer is oblivious to the danger, the Judge makes a secret Death saving throw on her behalf. If the save succeeds, the wearer notices nothing. If the save fails, she begins to suffer night terrors or, if already suffering night terrors, experiences a worsening of their intensity. Each time thereafter that the victim attempts to rest, she must roll 1d6. On a result less than or equal to the number of these curses suffered, she tosses and turns all night, cannot recover spells, and does not heal. The earring expends a charge each time it attempts to curse the wearer. When the earring expends its final charge, it becomes inert, thereafter functioning solely as a tasteful ornament suitable for a conservative matron. Earrings of this kind are found with 1d6 charges remaining.

Elven Rope

Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 90gp.

These sturdy 50' long magical cords are finely braided, with great resistance to wear and moisture. Upon command of a person touching it, the rope either ties itself at a point of the speaker's choice with a spoken type of knot, or unties itself, doing so once per turn. The enchanted ropes are also known as **dwarven cord**, though elven scholars dismiss this as the dwarves mimicking the elves' handiwork and being too chagrined to admit it.

Emblem of the Eagle

Base Cost 937,500gp: 6 permanent (1/turn) *Banner of Invincibility* 6th level effects 150,000gp each; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 20,000gp.

This legendary insignia was first carried by the legion of Audarius Tarkaun when he defeated Baal the Terrible at the gates of Zidium, and for centuries afterward served as the insignia of the Auran Army. It was smuggled out of the capital by the Emperor's Talons during the tumult of the Second Imperial Civil War, but no record of its final whereabouts exists. The emblem consists of a gold eagle mounted atop a 12' tall pole. To use the emblem, it must have the flag of an organized military unit, division, or army affixed to the emblem's pole and be borne into battle. When borne into combat, the emblem deflects mundane missile and melee attacks targeted at its bearer or his allies within 30', acting in all ways as the spell *banner of invincibility* except with thrice the spell's radius. Its increased radius prevents any deflected attack with an area of effect from having its center point of impact land nearer than 30' from the emblem when it scatters.

If the emblem is carried as the flag of a company-sized or smaller unit on the battlefield, then the entire unit cannot be damaged by missile or melee attacks from units that cannot deal extraordinary damage, and is never considered threatened by enemy units that are unable to damage it. The effect ends if the unit ever recoils, flees, or routs. If the emblem is carried as the flag of an army leader's unit, then so long as the unit carrying the emblem is fighting on the battlefield with its army, every unit in the army automatically stands firm on its first morale roll, or rallies if it would have stood firm. However, this benefit is lost for the duration of the battle if the unit carrying the emblem is destroyed, routed, or leaves the battle.

Eternal Torch of Mityara

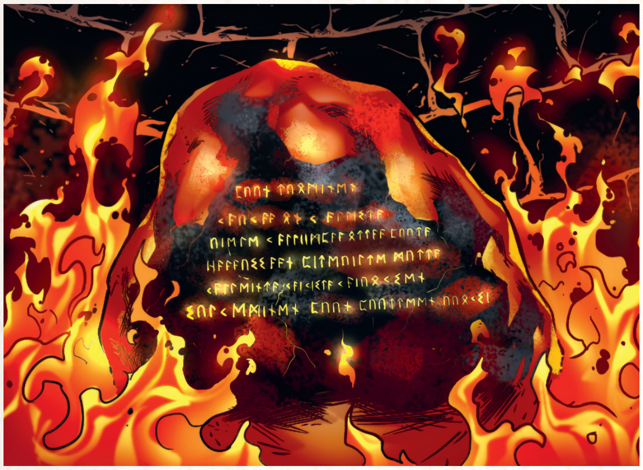
Base Cost 172,500gp: Permanent (1/day) *Perpetual Illumination* 3rd level esoteric effect 22,500gp; Permanent (1/turn) 6th level effect 150,000gp. Apparent Value 300gp, but obviously magical.

This 2' long torch is crafted of olivewood covered in alternating rings of carved alabaster and wrought gold. At its end is an everburning flame, inextinguishably fiery and yet inexplicably harmless. Lost during the chaos of the Second Imperial Civil War, the **eternal torch** was once the most important relic of the Sisters of Mercy, who profess that the early high Mityaran priestess Lea received it from Mityara herself in mortal guise after passing a secret test of faith and virtue.

The torch's comforting fire casts the light of a warm summer day within a radius of 30', the bright light of a home's hearth to a further 30', and the dim light of carefully-kept embers to a further 30', as the spell *perpetual illumination*. When a Lawful divine spellcaster touches the torch's gentle flame to a friendly subject's hand for 1 turn, the subject can be relieved of some of the misery of permanent wounds or the side effects of tampering with mortality. Missing limbs do not regrow, nor do major physical changes (such as alien limbs) completely revert to normal; but aches dull, gruesome scars fade, haunting voices go silent, subtle blights recede, and dark powers reduce their hold on the recipient. The change to any specific effect is at the Judge's discretion, but any and all penalties to reaction rolls will always be suppressed by Mityara's mercy. The relief afforded by the torch lasts until the effect is **dispelled** or the torch is destroyed. The torch can suppress the suffering of up to 11 subjects; if used thereafter, the earliest prior use is dispelled.

Ever-Burning Coal

Base Cost 12,000gp: 3/day not more than 1/hour (periodic with cooldown) 2nd level effect. Apparent Value 500gp.



This fist-sized piece of jet might be mistaken for a piece of charcoal if not for its sheen; its bottom is flawlessly cut, polished, and engraved with a short Dwarven lament for the ruination of land from mining. Rather than a sentimental reverence for trees that might be expected from elves, the lament is best translated as a complaint about the logistical difficulties of cutting further and further forests for fuel to process ore, the costs required to secure that territory, and the loss felt when abandoning a mine that still has good ore because fuel cannot be obtained to smelt it.

Before being activated, the coal must be placed atop worked stone or ceramic. The coal cannot be activated while held in a hand or pack, nor when placed on a creature, cloth, dirt, sand, unworked stone, or wood. Once the coal has been properly situated, a user can activate it by speaking its command word from within 30'. As soon as it is activated, the coal fills a 10' radius hemisphere around and above itself with pale flame. Each creature in the area when it ignites, and that ends its initiative in the area thereafter, suffers 1d6 🔥 damage, with a saving throw preventing half; unattended objects are destroyed unless they succeed on a Death saving throw. The smokeless flame continues for as long as the user who ignited maintains concentration. The coal can be activated three times per day (but not more than once per hour), allowing for a trio of users working in eight-hour shifts to sustain the flame all day and night.

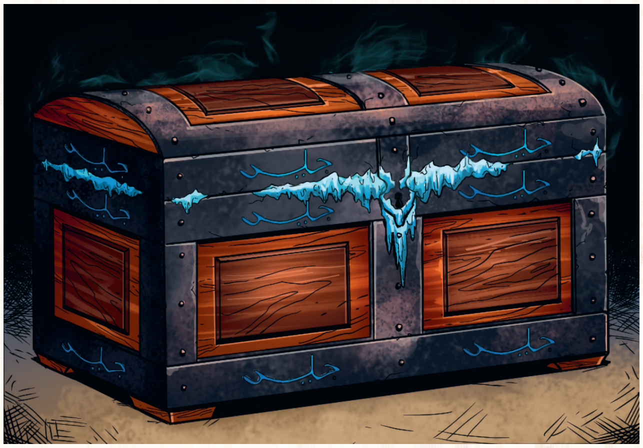
Coals such as these are often utilized by adventurers; in one famous case, the dwarf Dvorik used an **ever-burning coal** to burn through the wooden walls of an entire elven fort. However, the coal's intended use is in smelting ore. A single such coal can replace many pounds of charcoal over time, thereby reducing the amount of trees that need to be cut down. A mine with access to an **ever-burning coal** is considered to have 55 fewer mining families for purposes of its rate of despoiling; a sufficiently small mine can thus operate without any damage to the land. (See ***By This Axe*** p. 216 for rules on despoiling the land by mining.)

Everfrost Reliquary

Base Cost 18,750gp: Permanent 1/day choice of 2nd level esoteric effect or 1st level esoteric effect = 2.5th level esoteric effect. Apparent Value 100gp, but obviously magic when opened.

This large cedar chest is reinforced with iron bands, each bearing calligraphic script in frosty-blue enamel. The contents of the chest are kept magically chilled. It can hold up to 40 stone of food and drink, each object kept just above its own freezing point with no risk of bottles breaking or foodstuffs being damaged by adjacent contents. If the chest is left open, this cool air will radiate for 6 turns, after which point the chest's contents will begin to warm; closing the chest will immediately re-chill its contents.

When necessary, the chest can be turned to a somber use. A dead body placed within the **everfrost reliquary** immediately becomes sheathed in a thin layer of frost through which its features remain only barely visible. The frost halts the body's internal process of decay. As a result, a body kept frozen in the reliquary remains eligible to be raised from the dead by spells such as *restore life and limb*, spoken to by means of *speak with dead*, and even harvested for special components, as if no time had passed while it was in the reliquary. However, storing more than one body, or storing any items alongside the body, in the chest will disrupt its magic; the chest will still preserve the corpse, but merely as meat and bone rather than a vessel for a soul.



The first chest of this kind was crafted as a gift for a Shebatean lord, and was at first used merely for pleasant relief from the summer's heat. When the lord's son fell to plague his body was preserved in the chest, that it might remain in the best possible condition for when a healer could be found to attempt to return him to life. The reliquary was tragically lost when the lord's convoy, having at last located a sufficiently powerful healer, was waylaid by nomads en route.

Ever-Spinning Top

Base Cost 5,000gp: At-Will (concentration) cantrip effect. Apparent Value 10gp.

This inch-wide cord-spun throwing top is wrought of silver and bronze, its rim bearing a dozen notches, one marked to indicate primacy. By winding a cord around the top and yanking it, the user can set the top in motion. Thereafter, the top will continue spinning under the telekinetic control of the user for as long as he concentrates. The user can move the top up to 1' per round across the ground. If the top is spinning across sand, wax, or other similar surface, the user can write messages in its trail. The user must remain within 2' of the top and maintain his line of sight to it at all times while concentrating or the effect will end. The top cannot traverse slopes of more than 15 degrees; it will fail to climb steeper ascents or fall down steeper descents. Ever-spinning tops are sometimes used in false "divinations" where the user wants to convey the impression that a message is being channeled from higher powers while simultaneously maintaining discretion over what those powers might have to say.

Eye of Kaleth

Base Cost 243,000gp: Permanent (1/turn) *True Seeing* 5th level esoteric effect 125,000gp; At-Will (concentration) *X-ray Vision* 5th level esoteric effect 125,000gp; Permanent (1/hour) 1st level effect 12,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 500gp, but obviously magical.

This small crystal orb has a purple core with edges that appear shrouded in darkness from every vantage point – a perfect portrayal of the unholy symbol of Kaleth, the Dark Watcher, god of knowledge, madness, and entropy. An ancient relic, the crystal eye was likely created by the high priest of a cult of Kaleth, now lost to history. When inserted into an empty eye socket, the orb weaves a web of ooze and mold that anchors itself to the living tissue, situating the orb in the appropriate position and restoring the sight lost from the user's missing eye. The prosthetic eye pierces through all illusions, darkness, disguises, transformations, displacement, invisibility, and secret doors to show its user the true nature of the world within 120' of him, as the spell *true seeing*. By concentrating, the user can peer into the inner workings of things, inspecting a 10' cubic zone adjacent to him each turn as the spell *x-ray vision*. The eye's knowledge comes at a price, however. When exposed to preternatural forces, the user's mind is likely to fray into madness. Each time the user's mind is successfully targeted by a spell or effect, such as the spells *bewitch humanoid*, *word of command*, or *telepathy*, he must succeed on an Implements saving throw after the effect ends or be driven **mad**, as the spell *incite madness*.

Eye of the Storm

Base Cost 60,000gp: Permanent (1/hour) 1st level effect 12,000gp; Permanent (1/hour) 2nd level effect 24,000gp; 1/hour *Thunderbolt* 3rd level effect 24,000gp. Apparent Value 200gp.

A short tube of fulgurite, the sand flash-fried into irregular yellow-brown glass, lies centered in this glass orb. When set into a person's empty eye socket the orb will crackle, momentarily burning like a bolt of lightning to sear away scars and attach itself to unmarred flesh. The orb swivels within the socket like a natural eye, becoming a prosthetic that restores the user's sight. The enchanted eye's vision pierces through even the worst storms and gales to reveal the way ahead, ensuring the user suffers no penalties from natural or magical weather conditions to either his visibility or movement speed. Once per 6 turns, by blinking rapidly, the user can emit a 120' long and 5' wide *thunderbolt* from the eye's fulgurite center. Each creature caught within the bolt suffers 5d6 ⚡ damage and is **deafened**. A successful Blast saving throw prevents the deafness and halves the damage. Each deafened creature can make another saving throw at the end of its initiative each round; if the save succeeds, it is no longer deafened.

Eye of the Tiger

Base Cost 53,500gp: Permanent (1/hour) 1st level effect 12,000gp; Permanent (1/day) *Lightless Vision* 3rd level 22,500gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 150gp.

This tiger's eye gem is cut into a smooth oval, with lines of gold and brown rippling around an "iris" of orange-hazel circumscribing a small black "pupil". To activate the stone's powers, it must be placed into a person's empty eye socket; once this is done, the stone serves as a prosthetic eye, restoring its user's full vision and granting him additional benefits. The user can see in the dark, gaining *lightless vision* to a range of 60' as the spell. The user can also sense where to step and stand to stay unnoticed by prey, granting him **natural stealth**, as the barbarian class power. (If the user is already naturally stealthy, his opponents suffer a further -1 penalty to surprise rolls against him.) The **eyes of the tiger** were first created for a secretive cult of Somirean assassins sworn to Ravanna, King of the Rakshasha. The cult's existence is known only because Xandrames survived an attack by one of the cultists by plucking out the tiger eye of his would-be slayer during the fight.

Faerie Dust

Base Cost 3,000gp: Single charge choice of *Guise Self* 4th level effect or 4th level effect = effective 6th level effect. Apparent Value 5gp.

None but the faerie know what exactly faerie dust is and they do not part with secrets lightly. It could be pollen, if pollen shined with all the colors of the rainbow, or it could be powdered gemstones, if such a thing could feel soft to the touch. Whatever its composition, faerie dust has a transformative effect on those who are exposed to it.

If a user sprinkles faerie dust on herself, the dust seeps into her skin, rendering it momentarily soft and malleable. She can alter her shape into that of any other humanoid creature, setting her new form's qualities (such as height, weight, sex, hair color, hair texture, and skin color) within the normal range for whatever kind of humanoid creature she chooses to appear as. Her equipment, if any, remains worn or held where possible, and otherwise melds into the new form. If used in conjunction with a successful Disguise proficiency throw, faerie dust can allow her to appear as a specific individual. The effect lasts for 1 day, with the faerie dust flaking off over the last turn as the user's true form breaks its way free of the disguise.

If she ingests the faerie dust, it diffuses into her body and slowly seeps out of her pores with a strange, pheromonal fragrance. She gains a +1 bonus to reaction rolls to impress and intimidate people she encounters; if this bonus results in a total of 12 or more, the subjects act as if **bewitched** while in her presence, as the Mystic Aura proficiency. (If she already possesses the Mystic Aura proficiency, the user instead gains an additional +1 bonus to reaction rolls with animals, elves, gnomes, and humans.) The effect lasts for 1 day, the fragrance exuded slowly fading away.

Faerie Seed

Base Cost 2,500gp: Single charge *Forest Enchantment* 5th level effect. Apparent Value 0gp.

These glistening almond-sized seeds are usually found in a soft leather bag. Planting a seed into the ground enchants all plants within a 240' radius, as the spell *forest enchantment*. The enchanted plants shift so the planter and his allies can move among them freely, granting a +1 bonus to surprise rolls and faster movement through the foliage, while the planter's enemies will find those plants moving to hinder and vex them, suffering a -1 penalty to surprise rolls and slowing their movement. After each full season all normal plants in the area receive a collective saving throw to break the seed's effect as if they were a 1 HD monster, unless the planter ends the effect early by severely damaging the plants or the effect is **dispelled**. Sapient or semi-sapient plant creatures in the area of effect must instead make a successful Implements saving throw or become **bewitched**, as the spell *beguile humanoid*. One magical seed is found in a bag at a time, surrounded by lesser seeds, remaining free of disease, rot, or spoilage indefinitely.

Faithful Collar

Base Cost 12,000gp: Permanent (1/hour) *Faithful Companion* 1st level effect. Apparent Value 10gp.

These black leather collars were originally the creation of a particularly eccentric warlock named Zikarsin. Scorned in life by all who knew him, Zikarsin felt his only true friends were his loyal hounds. The necromancer was devastated whenever one of his pack died, and crafted magical collars to keep part of them anchored to this world. Each **faithful collar** bears a small silver plate simply engraved with a name, such as "Tyrant", "Bane", "Killer", or "Spot". When a collar is affixed to a mostly-intact canine skeleton or corpse, the remains are animated as an undead skeleton or zombie, as the spell *faithful companion*. The undead dog will serve its master faithfully until de-animated by removing the collar. If the remains are petted for 6 turns and the collar re-affixed, it will rise again with full hit points. However, if the undead canine is destroyed, its remains will crumble to dust. The collar can be adjusted to fit any canine from a fox or lapdog up to a dire wolf, but cannot be used for monstrosities such as hellhounds.

False Campfire

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 10gp.

These curious pieces of firewood date back to the Krysean rebellions, when the ambitious mage Elarius, inspired by myths of elven ghost legions, created them to deceive the Aurans about the locations of rebel troops. The wood weighs half a stone and is coated on one side with purple wax, a series of arcane symbols carved therein. When the wood is burned it produces an immense cloud of colored smoke which spreads in all directions and settles into form as illusory men, tents, campfires, and all the other features of a military campsite sized for a full company of 120 men, with accompanying sounds. This illusion is obviously false to any who approach within 300', but from a further distance appears genuine. The wood burns for 1 day or until extinguished, whichever happens first; the Krysean rebels would typically extinguish the fire when Auran forces neared to avoid discovery of their deception. The rebels made use of such tools for some time, though the stratagem failed to prevent the Empire's legions from systematically razing rebel-aligned cities to force a Krysean surrender.

Fan of Flaring Flame

Base Cost 16,500gp: 1/turn *Fan of Flames* 1st level effect. Apparent Value 80gp.

This folding fan has cherrywood guards, its leaf painted with a coiled red dragon breathing a column of fire along the entire outer edge. The first time each turn that the fan is snapped open and waved with a single sharp jerk of the wrist, it will produce a wave of searing fire traveling in a cone 40' long and 20' wide, as the spell *fan of flames*. Each creature of the user's choice within the fan must make a Blast saving throw. If the save fails, the creature suffers 1d8 🔥 damage. If the save succeeds, the creature suffers half that damage. The flames can also damage structures or ignite combustibles, as usual for the spell.

Fan of Foul Vapors

Base Cost 20,000gp: 1/day *Cloud of Poison* 4th level effect. Apparent Value 180gp.

This elegant green folding fan has guards made from pale bleached bone. The leaf is made from the thinnest sections of a green dragon's hide, almost transparent, stretched across thin sticks of ebony. The first time each day that the fan is opened and fanned while outdoors or in a well-ventilated room, it will release deadly miasmas in the direction fanned, as the spell *cloud of poison*. The foul air swirls into a cloud 30' in diameter which moves 20' per round away from the user, sinking down holes and sliding down hills as appropriate. Any creature that begins its initiative in or enters the cloud must make a Death saving throw. If the save fails, the creature dies if it has fewer than 5 Hit Dice, and takes 1 🐍 if it has 5 HD or more. If the save succeeds, the creature takes 1 🐍 damage. The cloud persists until **dispelled** by magic, dispersed by strong winds, or 6 turns elapse.Attempting to use a fan of foul vapors to cool off during hot weather can result in terrible tragedy.

Favor of Faithfulness

Base Cost 8,000gp: 8 charges 2nd level effect. Apparent Value 50gp.

Typically fashioned for a Rornish noblewoman to tie to the sleeve of a knightly champion, this royal blue silk cloth is found with 2d4 periwinkle flowers embroidered into it in gold thread. It is enchanted to protect its wearer from the allure of rivalrous affection. If a male wearing the **favor of faithfulness** is ever the target of a **bewitchment** spell or effect at the hands of a female human, demi-human, faerie, hag, harpy, lamia, nymph, or humanoid cacodemon, that spell or effect automatically fails and the threads of one flower fray and become undone. If a male wearer is ever the subject of a reaction roll made by any such creature using the Mystic Aura or Seduction proficiency or powers, those proficiencies apply their normal bonus as a penalty to the roll instead of a bonus, and the threads of another flower become undone. Once all of its flowers have frayed, the silk loses its magical powers and its color changes from royal blue to jaded green.

Feather of Falling

Base Cost 500gp: Single charge 1st level effect. Apparent Value 5gp.

The shaft of this crow feather is carefully carved in miniature with tiny Jutlandic runes. By snapping the feather's shaft, the user can greatly slow his rate of descent from falling. If he holds the feather with one hand, he will fall at a rate of just 10' per round. If he holds the feather with both hands, his rate of descent slows even further, to an almost imperceptible 1' per round. If he pockets the feather, or otherwise relinquishes his hold on it, his rate of descent begins to accelerate towards the ordinary terminal velocity for a creature of his size and shape, though laying hands on the feather can instantly slow the fall again. The feather's magic lasts for 6 turns, sufficiently long enough to protect against a fall of up to 600' at 10' per round.

Figurehead of Flame

Base Cost 49,500gp: 1/turn 3rd level effect. Apparent Value 200gp.

This 10' long brazen figurehead is made in the form of a monstrous lindworm, the wingless dragon's claws arching backwards to grip the longship it sits on. *A Naval History of Aura* describes the Jutland longship *Wave-Worm* as the first ship with such a figurehead. After its captain Dagr the Relentless narrowly escaped the destruction of his fleet at the hands of the Auran Navy's flame-bearing siphons, he sought similar shipboard weapons for his own vessel. Lacking, as such barbarians are, in the fields of natural philosophy and engineering, the task was left to magic alone – for despite the backwardness of Jutlandic customs, morals, and hygiene they possess skilled mages and craftsmen. While the resulting figurehead lacks a flame-bearing siphon's sustained rate of fire, it makes up for this with its great range and destructive power. When the **figurehead of flame** is mounted on the prow of a vessel, the vessel's captain can command the dragon's head to turn anywhere within the vessel's bow artillery arc and expel a great jet of burning flame. The 120' long and 5' wide fiery blast deals 5d10 🔥 damage to all in its path and causes combustibles such as military oil or petards to ignite. Targets in the area who make a successful Blast save reduce damage by half. Unlike a true dragon, the figurehead must wait 1 turn between each breath, though it has no daily limit.

Figurehead of Fog

Base Cost 48,000gp: Permanent (1/hour) 4th level esoteric effect. Apparent Value 350gp.

This oaken figurehead is carved in the form of a blindfolded woman, her face sculpted from ivory with lips pursed as though expelling a puff of air. When a crewmember of a vessel bearing the figurehead at its bow whispers the vessel's name into the figurehead's ear, the figurehead begins to billow fog from her mouth, as the spell *shrouding fog* except as noted. The fog will have a diameter large enough to shroud the entire vessel and the surrounding area, with a minimum diameter of 180', and will have a height high enough to surpass the ship's highest mast. All members of the ship's crew (including officers, sailors, rowers, and marines but not passengers), and any creatures capable of discerning invisible entities, can see dimly through the fog; all other creatures have their line of sight blocked by the fog, and are **blinded** while they remain within it. The fog will move with the vessel, and enough fresh fog will pour from the figurehead's mouth to replace losses as it travels in gentle and moderate winds. Strong winds will disperse the fog as if it were ordinary mist. The figurehead will continue spewing fog until commanded to rest, at which point the fog will stop moving with the vessel and will entirely dissipate over the following turn.

Figurehead Oracle

Base Cost 23,500gp: Choice of 3/week not more than 1/day (periodic with cooldown) *Divination* 4th level esoteric effect 16,000gp or 1/week *Communion* 5th level esoteric effect 15,000/2 = 7,500gp. Apparent Value 150gp.

This spruce figurehead is carved in the form of a beautiful blindfolded woman with a troubled frown. The figurehead is an oracle that will respond to up to three questions per week. To query the oracle, a creature must whisper his question into either its left ear or right ear, then place his own ear on the same side in front of the figurehead's mouth to receive the answer.

If a question is whispered into the figurehead's left ear, it is answered with a short and cryptic phrase, as the spell *divination*. The answer is not always accurate; the Judge secretly makes a magic research throw of 1d20, with 9+ indicating the advice is good. The left ear can be asked up to one question per day and three questions per week, but cannot be queried at all during any week in which the right ear has been queried.

If a question is whispered into the figurehead's right ear, it is answered in a yes-or-no manner, as the spell *communion*. The answer provided is always wise and well-informed but can be confounded by divine will. The right ear can be asked up to three questions per day in quick succession, but cannot be queried at all during any week in which the left ear has been queried.

Inappropriate questions that cannot be answered are simply met with silence, as are any queries made beyond those afforded by the figurehead's magic. For instance, whispering an open-ended question into the right ear will yield no response, nor will whispering a fourth or fifth question into that ear, nor whispering a question into the left ear after the right ear has been queried that week, and so on.

Firefly Brooch

Base Cost 8,000gp: 1/hour *Illumination* 1st level esoteric effect. Apparent Value 100gp.

This silver brooch is shaped in the form of a firefly, with a pair of onyx wings spread to reveal a topaz abdomen. Once per hour, by touching the brooch and whispering a command word, the brooch's wearer can cause a swarm of tiny pulsing dots of light to stream forth and illuminate one target location or object within 180', as the spell *illumination*. The points of light are numerous enough to provide bright light within 15' of the target and dim light within 30'. If used on a movable object, the swirling nexus of lights will move with the object.

First Stone

Base Cost 3,000gp: Single charge *Madness of Crowds* 6th level effect. Apparent Value 100gp.

This fist-sized piece of coral is carved with a dozen screaming triton faces. The stone is activated by crushing it underfoot while pointing at a location within 240'. Living humanoid targets with fewer than 5 HD within a 30' radius of the target point will go **mad** for 1 turn as the spell *madness of crowds*; those of 2 HD or more can resist the effect with a successful Implements saving throw. If crushed by the unwitting, without a target point indicated, the madness is centered on the stone itself. A **first stone** can only be used once and is thereafter nonmagical, with its carved faces broken off.

Flag of Dread

Base Cost 30,000gp: 1/day 6th level effect. Apparent Value 100gp.

2' tall and 3' wide, this black flag bears the image of crossed cutlasses, with its blades the same dark crimson as the exaggerated drops of blood stitched to drip from their points. The first time each day it is borne aloft, the flag causes those who see it to **cower** in horror and flee. Each living creature of less than 5 HD within 180' that **beholds** the flag is **frightened** for 3 turns; those with more than 2 HD resist the effect on a successful Paralysis saving throw. Such a flag must be utilized carefully to avoid terrifying the user's own allies; when flown upon a ship, it is typically mounted low on the ship's bowsprit to be visible to the vessel's enemies without requiring much effort by the crew to avoid beholding it.

Flag of False Faces

Base Cost 48,000gp: 1/hour 6th level effect. Apparent Value 400gp.

This battle standard is woven in two colors, the same threads depicting a stoic green face on a purple field on one side and a raging purple face on a green field on the opposite side. By raising the flag above a group of creatures while visualizing the desired "false face" the group is to adopt, the bearer of the flag can disguise up to 120 creatures within a 120' radius with a powerful illusion that they all belong to a particular ethnicity, race, and profession. While the affected creatures do not appear as identical twins, the illusion affects the entire group in broadly the same manner. For instance, the flag could disguise a unit of orc warriors as a unit of elven archers or a unit of dwarven heavy infantry but not a mixed unit of both; or it could disguise a unit of Skysos horsemen as Auran cataphracts but couldn't disguise them as a mixed unit bearing the uniforms of Aura and Somirea. The illusion persists until the flag is dropped, the illusion is **dispelled**, or 2 turns have passed. It can be used again after 6 turns have passed since its last use.

Flash Powder Pellet

Base Cost 500gp: Single charge 1st level effect. Apparent Value 10gp.

First concocted in the Sunset Kingdoms, these clear brown pellets can be thrown up to 45', detonating on impact with loud thunderclaps and thick smoke plumes. Throwing a pellet requires the thrower to designate a desired point of impact in range and then make an attack throw against AC 0. If the throw succeeds, the blast is centered upon the target point. If the throw fails with an unmodified roll of 1, the thrower fumbles and drops the pellet, which explodes at his feet. On any other result, the center of the blast scatters by 1d10' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point.

The thunderclap produced by the pellet's detonation is extremely loud. Creatures within a 10' diameter of the pellet's impact point must make a successful Blast saving throw or be **deafened**. Those deafened make an additional saving throw at the end of their initiative count each round, regaining their hearing on a successful throw. The billowing smoke produced by the detonation obscures everything within a 10' diameter cloud for 1 turn. The cloud is impermeable to vision and light but presents no obstacles to movement or other effects, and is affected by water or strong winds like an ordinary cloud of smoke.

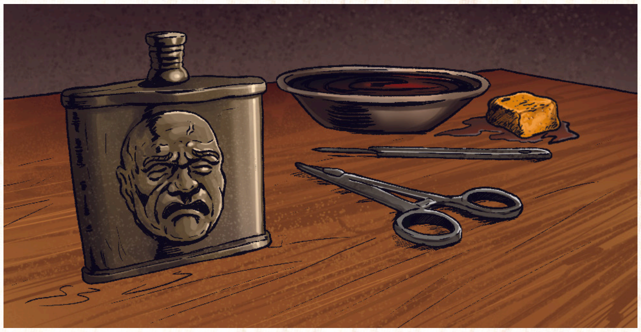
Flask of Diseases

Base Cost 55,500gp: Choice of Permanent (1/hour) 4th level effect 48,000gp or 1/day *Cause Disease* 3rd level effect 15,000/2 = 7,500gp. Apparent Value 120gp.

This silver flask is etched with the face of a nauseous man, grimacing from the necessity of holding back vomit. If the flask is filled with clean water it will rapidly take on a putrid taste, sufficiently foul to make anyone drinking from the flask regret every swallow. However, the drinker will also find himself **immune** to all diseases, including magical diseases caused by spells, mummies, or lycanthropy.

The immunity does not apply retroactively, however; an already-diseased person drinking from the flask will gain nothing more than a desire to drink cleaner water. From time to time, a desperate adventurer has poured the flask's dank waters over buboes, pox, skin lesions, and other diseased tissues in the hopes that contact might do what ingestion does not. Such attempts only worsen the recipient's plight, as he must succeed on an Implements saving throw or become **diseased**, as the spell *cause disease*. A vicious adventurer might purposefully splash a target creature with the flask's waters to infect them; doing so requires a successful attack throw from melee range. (Being a metal bottle with a small mouth, throwing the flask doesn't really cause a splash.)

The immunity afforded to the drinker by the flask lasts until another creature is exposed to its dank waters. If another creature drinks from the flask, that creature becomes immune and the prior drinker immediately loses his immunity. If a creature is splashed by the flask, the prior drinker loses his immunity and the flask loses its ability to protect anyone from diseases for a full day.



Flask of Disguises

Flask of the Moment Base Cost 6,250gp: 1/3 turns 1st level effect 12,500gp; 1/3 turns drawback 1st level effect (randomness) -12,500 to max half cost = -6,250gp, **Flask of the Morning Base Cost 15,000gp:** 1/day *Guise Self* 4th level effect 20,000gp; 1/day drawback 1st level effect (randomness) -5,000gp), **Flask of the March Base Cost 12,000gp:** 1/week 5th level effect 15,000gp; 1/week drawback 1st level effect (randomness) -3,000gp. Apparent Value 20gp.

A **flask of disguise** can be hard to identify, as it might seem like anything from a simple wineskin to a glass bottle to a painted amphora to an ornate metal flask. The flask has been imbued with powerful transmogrification magic. By filling the flask with water and pouring it over himself, the user of the flask can magically take on a new appearance, his clothing and equipment changing to match. The effect is similar to that of the spell *guise self*, except that the user cannot choose his new form – instead, the flask bestows one of 20 random forms each time it is used. The Judge can roll 1d20 on the table below or devise his own unique table for the flask. The flask's appearance will also change to match the disguise it grants. For instance, if it transforms the user into a gladiator, it might change into an amphora of body oil. The flask will remain in this form until its power is activated again, even if the user's transformation has ended. The flask has no "true form" that it reverts to.

Over the years, the sages at the Tower of Knowledge have determined that there are actually three different variants of this item. The variants seem to appear in roughly equal numbers, though their everchanging appearance makes precise accounting impossible. The Judge can choose or roll 1d3 to determine which variant is present. Each variant is useful for subterfuge in different ways. A **flask of the moment** can be used once per 3 turns to create a disguise that lasts 3 turns. It is useful for thieves who want to break a tail or elude surveillance, as it enables them to repeatedly change disguises. A **flask of the morning** can be used once per day to create a disguise that lasts 1 day. Such flasks are often useful by perpetrators of confidence schemes, as it enables them to spend a day in town fleecing their marks and then leave in the morning with a fresh face. A **flask of the march** can be used once per week to create a disguise that lasts 3d6 days (rolled secretly by the Judge).

Flask of Disguises Disguise Table

D20	Disguise
1	Tan bald man covered in scars, wearing tunic. Walks with a limp.
2	Superbly muscled gladiator in dirty arena armor. 5' tall, scar below right eye.
3	Overweight spice merchant, dressed in purple. Smells of his merchandise.
4	Hobgoblin dressed in furs and hides. Missing left ear.
5	Dwarven mercenary in chain mail armor. Greying hair, braided beard.
6	Elven scholar in clean green robes. Piercing blue eyes.
7	Street urchin wearing rags. Two fingers missing from right hand.
8	Beautiful woman in an expensive but modest dress. Difficult to identify accent.
9	Elderly farmer in wool tunic and pants. Speaks with a stutter.
10	Young sailor in colorful tunic. Peg leg below left knee.
11	Middle-aged veteran soldier in scale armor. Left eye appears to be glass.
12	Ruffian in torn tunic and mud-caked pants. Black eye and several missing teeth.
13	Nomad trapper wearing furs and hides. Blood stains on sleeves but clean hands.
14	Priest in cassock. Scar through lips, three gold teeth.
15	Elderly tax collector in blue silk tunic. Hunched over, walks with cane.
16	Young guard in leather armor over red tunic. Nasal voice.
17	Blacksmith in a singed apron and heavy wool tunic. Burn marks on left shoulder.
18	Child, clothes indicative of successful merchant parents. Lazy right eye.
19	Elderly woman, fur cloak over dark robes. One eye green-blue, the other amber.
20	Middle-aged sage in white robes. No eyebrows, deep voice, hand tremors.

*descriptions are of notable features, and not entire apparent outfit or possessions.

A flask of this kind is often used to adopt a persistent identity when traveling in a group or spying on a location. The differences between these flasks can only be discovered by magical research or use.

Fortunately, the user of a **flask of disguise** is not entirely clueless about the duration of his disguise. When he first transforms, the user will feel that he and his clothes are very damp (though no one else interacting with him will notice this). The user will gradually feel his skin and clothing begin to dry 1 turn before the duration expires as the disguise "evaporates" away. This brief warning can (usually) provide enough time for him to avoid an embarrassing – or deadly – return to his original form in plain sight.

Note that drinking water from the flask will cause a moment's discomfort and minor visual hallucinations but no useful transformation, and that pouring water from the flask over another's body will simply result in the target getting wet. The flask only works if the user who filled the flask pours it on himself.

Flask of Ever-Flowing Fluids

Base Cost 6,500gp for 1st level potion: (1/day 1st level effect 5,000gp, consume for 1/6 chance of expending item = 6 charges 1st level effect 3,000/2 = 1,500gp. **13,000gp for 2nd level potion, 19,500gp for 3rd level potion**, etc. Flask is esoteric if spell rolled is esoteric, and due to average expected result is priced for purposes of treasure tables as having a 2nd level effect. Apparent Value 200gp.

This fine porcelain flask is white and blue, the foam and fury of a crashing waterfall depicted among rocks visible in negative space. The flask contains an indefinitely replenished amount of potion, oil, elixir, or other magical liquid, as determined by the Judge. The contents of the flask can be used once per day without risk; each additional use in a day has a 1-in-6 chance of the flask running dry in the process and becoming thereafter non-magical. Potions, oils, or other fluids from the flask cannot be stored in other containers; they must be consumed or applied within 1 round or will become magically inert. The Judge can randomly determine the potion or oil in the flask by rolling on the Potions table (p. 30), re-rolling any Very Rare results, or simply choose a particular Common, Uncommon, or Rare potion or oil. Note that a potion that can be consumed in part, such as a **potion of recuperation**, will only function in full doses when drunk from the flask.

Flight Feather

Base Cost 9,000gp: 6 charges *Flight* 3rd level effect. Apparent Value 5gp.

The tips of this grey vulture feather are painted in dull blue, upon them the Kemeshi hieroglyph for "sky" written with bright green ink that stands out like vegetation against a cloudless sky. If the feather is used as a quill to ink that hieroglyph onto the skin of a willing creature, the creature gains the ability to fly at a combat speed of 120' per round for 5 turns, as the spell *flight*. The color fades from the green ink with each use until it is at last indistinguishable from the dull blue, and the feather left powerless. A feather of this kind is found with 1d6 uses remaining.

Flower Crown

Base Cost 30,000gp: 12 charges *Dominate Plants* 5th level effect. Apparent Value 10gp, but obviously magical if found where it would have rot or wilted.

This circlet of fresh green ivy is adorned with dozens of small white flowers and up to a dozen large flowers of bright red, blue, and yellow. By plucking one of the large flowers from the crown and swallowing it, the wearer can gain the ability to **dominate** one or more living plants within 60', as the spell *dominate plants*. Plant monsters can resist the effect with a successful Implements saving throw, but ordinary plants are automatically affected. Dominated plants act according to the caster's will, doing whatever is mentally commanded of them. Though ordinary plants are not normally mobile, the spell grants them the ability to move their branches, leaves, limbs, and vines, but not to uproot themselves. The effect lasts while the caster maintains concentration or until it is **dispelled**. Flower crowns are found with 1d12 large flowers remaining. Once the last of these flowers is plucked, the ivy will wither and die.

Flute of the Tempest

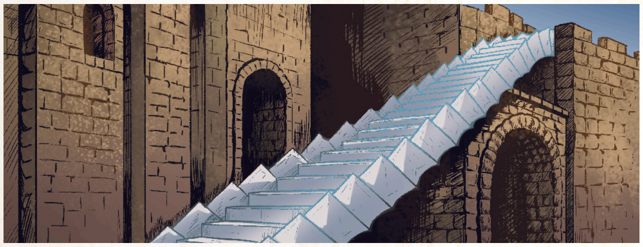
Base Cost 74,250gp: 1/week *Summon Weather* 6th level esoteric effect 18,000gp; 1/3 turns choice of *Bewitch Beast* 2nd level effect or *Infuriate Beast* 1st level effect = effective 2.5th level effect 31,250gp; At-Will (concentration) *Holy Circle* 1st level effect 25,000gp. Apparent Value 350gp.

This ivory flute is cut in the form of a killer whale, glossy black lacquer applied over finely cross-hatched areas to produce the famous black and white pattern of the immense predator. Whenever the flutist concentrates on playing a slow and constant melody, it will protect him and those within 10' of him, as the spell *holy circle*. Once per 3 turns, if the flutist plays a series of three sharp notes with the flute pointed at a target beast, he can alter its mood; ending on a high note will **infuriate** an animal with fewer than 9 HD within 360' as the spell *infuriate beast*, while ending on a low note will **bewitch** an animal within 90' as the spell *bewitch beast*. The animal can resist either effect with a successful Implements saving throw. Once per week, the flutist can play a particularly fast and complex tune for 1 turn in order to change the temperature, precipitation, and wind for 3 miles around him, as the spell *summon weather*.

Folding Paper Staircase

Base Cost 1,000gp: Single charge *Sudden Staircase* 2nd level effect. Apparent Value 1gp.

This piece of unusually thin paper is brightly dyed, often blue or green, and folded into a neat square sealed with red wax. Cracking the seal and unfolding the paper will reveal additional folds underneath. If the user continues to unfold it, hundreds upon hundreds of folds will be revealed, ultimately forming into a staircase of up to 250' of length and 250' of vertical rise, as the spell *sudden staircase*. After 1 turn the paper staircase will collapse, with the paper disintegrating as it touches the earth.



Galdrtré Seed

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 0gp.

This magical acorn resembles an ordinary oak nut, but it is perpetually warm to the touch. If a creature places or drops the acorn on any form of soil while speaking the phrase "*fás, a chrainn!*" ("grow, o tree!") in Elvish, the acorn immediately sprouts, developing into full-grown **galdrtré** (see ***ACKS II Monstrous Manual*** p. 146) at the end of the character's initiative, complete with enchanting whistle, soporific mist, and cultivated bee-hive. The sapient animated tree is completely loyal to the creature who planted it, and will obey any commands communicated to it to the best of its abilities (although in the absence of the ability to *speak with plants* such communication might be limited to gestures). Strained by its rapid growth and lacking a proper galdrtré grove, the galdrtré will die and crumble to dust after only 6 turns. Among the elves it is common to say a prayer of gratitude to such a tree, for it has sacrificed much; the same **galdrtré seed** carefully planted in a place of power without the command word being uttered would naturally grow over many years into a longeval specimen, albeit not one under the control of its planter.

Garter of the Naiad

Base Cost 66,500gp: Permanent (1/day) *Water Breathing* 3rd level effect 22,500gp; Permanent (1/hour) *Swimming* 2nd level effect 24,000gp; 1/day 2nd level effect (touch-range water breathing) 10,000gp; 1/day *Bewitch Humanoid* 2nd level effect 10,000gp. Apparent Value 150gp.

This bright green garter is decorated with a silken water lily shaped around a fine frame of silver wire. A woman wearing the garter can breathe water and swim at a combat speed of 20' per round, as the spells *water breathing* and *swimming*. By kissing a living creature, she can share her water-breathing ability, enabling the object of her affection to join her under the waves for 1 day. By wiggling her gartered hips, she can bewitch a living humanoid target with fewer than 9 HD within 90', as the spell *bewitch humanoid*. The target can resist the effect with a successful Implements saving throw; if not, the bewitchment lasts until dispelled or until the target makes a successful save later. This power is often used by a homely "naiad" to induce a reluctant paramour to accept her kiss and join her under the waves, but more malicious wearers of the garter might turn it to darker purposes. Both the wearer and her target must be man-sized for the garter's magic to affect them.

Gateway to the Spheres

Base Cost 600,000gp: 6 charges *Consonant Transit* 8th level ritual effect. Apparent Value 4,500gp.

Though the black sorcerers of Zahar claimed the known world as their own, their lust for power was not abated, and they sought other worlds to conquer. After centuries of study, they discovered the means to create a **gateway to the spheres**. Doing so, however, demanded great and terrible rituals – great because each ritual would permit travel to another sphere of existence, terrible because each ritual demanded the sacrifice of one of the caster's own children. Many Zaharan sorcerers had gleefully performed blood sacrifices in their sinister pursuits of otherworldly power, but few were willing to deliberately sacrifice any of their own heirs. The sorcerer Zahgurim was willing to sacrifice all of them. He undertook the ritual six times, killing six of his sons, before being slain by the seventh.

The gateway Zahgurim created takes the form of an ornate golden box, 6 inches to the side and weighing 2 stone. Each side is covered in diagrams made of embedded circular platinum bands modeling the alignment of the spheres. By drawing mirrored diagrams around the box on level ground to form a transit frame, a creature can configure the gateway to permit travel between the celestial sphere of Cybele and other spheres, as the ritual spell *consonant transit*.

A creature with the Elementalism proficiency can configure the gateway for travel to and from the corresponding Elemental sphere, while a creature with the Black Lore of Zahar and Bright Lore of Aura proficiencies can configure it for travel to and from the Chthonic Darkness and the Empyrean Heaven respectively. If a proficient creature is not available to configure the gateway, it can be configured as a magic research project with a material and research cost of 1,000gp each.

Once the gateway is configured, anyone can activate the gateway by spilling one final drop of his own blood on the box. (No further blood sacrifice is needed, the gateway's creator having long ago paid that price.) When the user's blood hits the box, an ethereal structure will manifest atop the drawn diagrams. The structure functions as a ghostly transit frame with a value of 100,000gp. (A user desiring a grander frame to allow for more travelers or a more controlled transit must first construct the additional framework in a mundane manner before activating the device; see ***ACKS II Revised Rulebook*** p. 399.)

Each time the gateway is activated, it expends one of the six charges that its creator bloodily imbued in it. According to his posthumous treatise *The Conjunction of the Spheres*, Zahgurim originally intended to use the first four charges to visit the Elemental spheres, the fifth charge to visit the Empyrean Heaven, and the sixth charge to visit the Chthonic Darkness. What strange sphere he would have sacrificed his seventh son to see, the mad sorcerer never revealed in his writings; nor do his writings reveal the fate of his device. Whether the gateway was destroyed, secreted away, or set adrift between the spheres is unknown, but should it be found it will have 1d6 charges remaining.

Gauntlets of Ogre Strength

Base Cost 38,000gp: Permanent (1/3 turns) *Ogre Strength* 2nd level effect. Apparent Value 20gp.

These thick gauntlets envelope each hand in a firm embrace of iron and leather. The wearer's hands gain a staunch grip of their own, letting him strike, lift and carry as if he was an ogre of comparable build. He gains an additional +2 bonus to all melee attack throws and damage rolls and an additional +8 bonus on Dungeonbashing throws. He also gains the ability to strike barehanded for 1d4 🔨 damage and to carry an extra 10 stone at his maximum load.

Gauntlets of the Storm

Base Cost 15,000gp: 10 charges *Thunderbolt* 3rd level effect. Apparent Value 120gp.

These heavy iron gauntlets are marked on the back with electrum lightning bolts which split apart and run down to each fingertip. When the wearer claps the gauntlets' palms together he creates a *thunderbolt* 120' long and 5' wide, as the spell. The bolt originates at his hands and continues in the direction his fingertips point. Each creature caught within the bolt suffers 5d6 ⚡ damage and is **deafened**. A successful Blast saving throw prevents the deafness and halves the damage. Each deafened creature can make another saving throw at the end of its initiative each round; if the save succeeds, it is no longer deafened. The gauntlets are found with 1d10 charges remaining, each use charring the lightning pattern on one of the fingers to black.

Gem of Appraisal

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 100gp.

When this large flat-cut pale topaz is set against an object, it shows a scintillating array of unusual colors. The arrangement of these interwoven hues reveals the nature of the divine power resident in the object (per the arcane laws of correspondence, similarity, polarity, and contagion). A user with at least one rank of the Magical Engineering proficiency who inspects an object through the gem can use the chroma to help determine its nature; he can identify special components or magical items of conventional and usual rarity as if he had an additional rank of the Magical Engineering proficiency. However, the gem grants no benefits to magical research, and does not reveal the presence or absence of other magical effects.

Gem of Bodily Discernment

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 100gp.

This multicolored hemispherical tourmaline is partitioned into four quadrants of equal size and distinct coloration, red, yellow, blue, and black, with the four coming together in perfect balance at the center of the gem. The colored quadrants symbolize the body's four humors (blood, yellow bile, phlegm, and black bile, respectively). Holding the flat of the stone against a living creature's skin will cause motes of light to dance within the gem. If the subject is healthy, the motes will be evenly spread throughout all four quadrants of the hemisphere. If the subject's humors are unbalanced from illness or poison, the motes will cluster in harmful clumps in the disordered quadrants. A user familiar with the possible arrangements of the gem's motes can spend 1 turn of examination to diagnose a diseased or poisoned subject, as if he had three ranks in the Healing or Animal Husbandry proficiencies (whichever is appropriate to the subject). With a proficiency throw of 3+, he can determine if the subject's ailment is magical or mundane, and if mundane can identify it; however, he cannot use the gem to treat the ailment.

Gem of Conjuring Earth Elementals

Base Cost 20,000gp: 1/day *Conjure Major Elemental* 4th level effect. Apparent Value 2,000gp.

This round-cut emerald is a striking shade of green, its darkened center containing miles of apparent depth. Once per day, when the gem is surrounded with soil and squeezed, the user can speak an invocation to conjure a 12 HD **elemental** from the Elemental Sphere of Earth (see ***ACKS II Monstrous Manual*** p. 117), as the spell *conjure major elemental*. The elemental will obey its master's will so long as he maintains concentration, for up to 12 hours. He can dismiss the elemental at will to return it to its native sphere, but will lose control if his concentration is lost or the elemental moves more than 360' away from him. An uncontrolled elemental will attack the user and his allies before returning to its native sphere; it cannot be dismissed by further use of the gem, and must be **banished**, destroyed, or outlasted.

Gem of Force

Base Cost 48,000gp: 1/hour *Wall of Force* 6th level effect. Apparent Value 4,000gp.

This brilliantly clear cubic diamond measures one half inch across its narrowly beveled edges. By touching a finger to each face of the diamond, its owner can create a *wall of force* centered upon the gem, taking the shape of a cube 10' on each side with 1' thick walls. Creatures and objects in the way of the cube of force are pushed gently to the nearest safe side of its walls; if activated while the user is surrounded by solid objects such as dungeon walls, the diamond glows momentarily but otherwise fails to function. The cube of force is impenetrable to all spells and objects and cannot be **dispelled**, only falling to a *disintegration* spell or ritual magic. If activated while the user is flying, the cube of force will remain fixed in the air rather than fall. The cube of force remains for 2 turns once activated; its owner cannot end the effect early, and cannot activate the gem again until 4 further turns have passed.

Gem of Overwatching Eyes

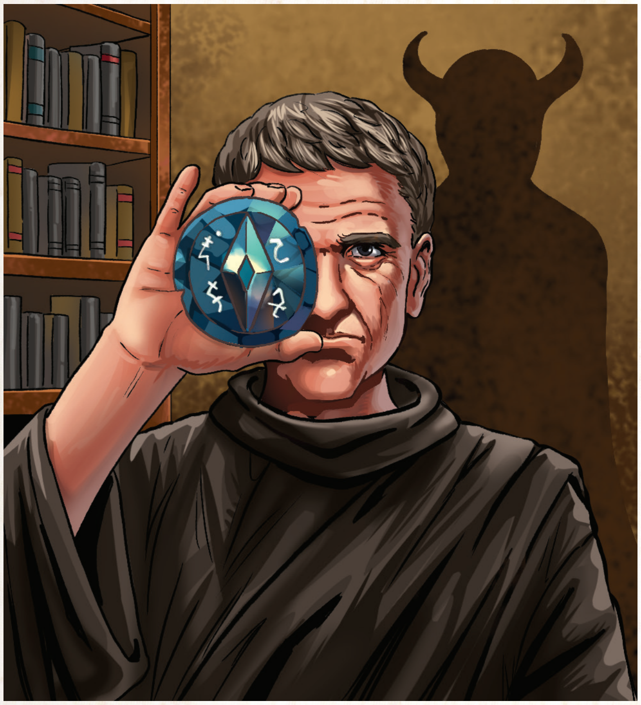
Base Cost 16,500gp: 2/day not more than 1/hour (periodic with cooldown) 3rd level effect. Apparent Value 120gp.

A black dot is visible in the center of this round-cut citrine gem, suggestive of the stern glare of an owl or raptor. By placing the gem before his eye and aiming his gaze toward a particular location within 480', the user can see from the eyes of the nearest avian to that point for up to 3 turns, as if using the spell *clairvoyancy*. The gem can be used twice per day, once from each eye, but not more than once per hour. If the gem is used twice with the same eye, twice in the same hour, or more than twice per day, the user will see nothing more than citrine crystal, but he will experience horrible vertigo, as if falling from great height.

Gem of Revelation

Base Cost 38,000gp: Permanent (turn/level) 3rd level effect 57,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 300gp.

This oval-cut otherworldly gem grants magical insight to whoever dares glimpse the world through it. A spellcaster who peers through the gem can see the channels through which magic can flow within objects, allowing him to act as though he has three ranks of the Magical Engineering proficiency. He gains a +3 bonus on magic research throws, increases his research rate by 15%, and can identify common magic items after 1 turn's examination with a proficiency throw of 3+. However, each week there is a 1-in-6 chance an invisible stalker or other hostile incarnation of equivalent power from the Outer Spheres will be drawn through the gem into this sphere. Once it arrives, the incarnation will seek out whichever spellcaster has most recently gazed through the gem's shifting saffron shadows. If that spellcaster has already perished (perhaps having died by misadventure after using the gem but before the incarnation arrived), the incarnation will immediately depart. If that spellcaster is still alive, the incarnation will seek to slay him. However, should a new spellcaster use the gem before the incarnation has slain its target, the incarnation will turn its attention to the new spellcaster instead.



Genie Bottle

Base Cost 200,000gp: Single charge 9th level ritual effect. Apparent Value 600gp, but obviously magical.

Confined within this warm copper flask is an **efreet**, a mighty genie of elemental fire (see ***ACKS II Monstrous Manual*** p. 148). The efreet is bound to serve whomever releases it by breaking the flask's wax seal until a full month has passed, it is slain or **dispelled**, or it grants its master three *wishes*. The genie must obey its master's verbal commands to the letter, but it will resentfully subvert its orders whenever possible, twisting meanings to bring its master harm. Compelling the efreet to grant *wishes* is a particularly perilous undertaking; with the genie directing immense reality-altering power, the slightest ambiguity will allow it to inflict ruinous troubles upon its master.

Giant Falconer's Gauntlet

Base Cost 42,000gp: 1/day 6th level effect 30,000gp; Permanent (1/hour) 1st level esoteric effect 12,000gp. Apparent Value 120gp.

This long, heavy leather falconing glove is embroidered with matching outlines of talons: one in silver thread set on the fingers and hand where a bird might perch, and a much larger set located a short distance up the forearm in gold. Its wearer can converse with ordinary and giant birds, as the spell *speak with beasts*. Once per day, he can command a small, medium, or large raptor resting on the glove to transform into a **giant raptor** (see ***ACKS II Monstrous Manual*** p. 258) for 12 hours. The wearer can bear the transformed avian's weight with ease while it sits upon the glove. His ability to communicate with the bird means that (provided it is friendly) he can handle it in any role it is capable of fulfilling as if it were trained for the role. The first of these gauntlets was created by the elven druid Tomman after he was unable to purchase a replacement for his favored guard animals, due to elven losses of giant raptors during the Bitter War.

Gilded Rose of Nasga

Base Cost 12,500gp: 5 charges *Circle of Agony* 5th level effect. Apparent Value 70gp.

The thickly-packed petals of this black rose are gilded, the slightest outline of gold trailing the edge of each. A symbol of Nasga, Princess of Roses and goddess of beauty and pain, the flower is made to spread the latter by means of the former. By gripping the rose's stem so tightly that the thorns draw blood and gently blowing on the flower, the user can send its petals flying to land on up to 5 living targets of her choice within 45'. Each target must succeed on a Death saving throw or become **helpless** with agony, as the spell *circle of agony*. At the start of its initiative, each helpless target suffers 1d4 ☠ damage and then makes another Death saving throw, with success ending the effect. A gilded rose is found with 1d4+1 charges remaining and a corresponding volume of petals.

Girdle of Enticement

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 100gp.

This thin braided cord of golden thread is incredibly delicate. It is best worn purely ornamentally, as when used as a fastener it threatens to slip loose from its wearer's waist if securing anything more than the lightest of lace and silk. Its wearer receives a +1 bonus on all reaction rolls with those who might be attracted to her, as the Seduction proficiency. (If the wearer is already proficient in Seduction, she gains an additional +1 bonus only if the girdle is visible and she is alone with the target.)

Girdle of the Titans

Girdle of the Titans, Lesser Base Cost 126,000gp: Permanent (1/3 turns) *Giant Strength* 4th level effect 76,000gp; Permanent (1/turn) 2nd level effect (cloud-walking) 50,000gp. Apparent Value 8,000gp.

Girdle of the Titans, Greater Base Cost 266,500gp: Permanent (1/3 turns) *Giant Strength* 4th level effect 76,000gp; Permanent (1/hour) *Energy Invulnerability* 4th level effect 48,000gp; Permanent (1/day) *Water Breathing* 3rd level effect 22,500gp; 1/turn *Summon Weather* 5th level esoteric effect 82,500gp; 1/3 turns *Lightning Strike* 3rd level esoteric effect 37,500gp. Apparent Value 15,000gp.

These girdles could be confused for **belts of giant strength**, having similar powers, but their appearance is far less humble. The **girdle of the lesser titans**, rather than leather left the color of soil or stone, is dyed a light blue to signify mastery over the sky itself, with clouds of platinum studs decorating the belt itself and an engraving of a peaked mountain decorating its gilded buckle. The **girdle of the greater titans** is dyed a blue so dark that it approaches black, the blue of the most hidden depths of the sea, while pearls of otherworldly quality circle an engraved buckle that depicts a drowned mountain that has not touched the sky since the world was young.

The girdle can be worn by a small or man-sized creature, but not by anything larger. The wearer is imbued with the strength of a giant, the closest a mere man can come to the stature of a titan; he gains +2 to melee attack throws and deals an additional die of damage with every physical attack. If his attack already deals a set of damage dice, it deals an additional set of damage dice with every physical attack (e.g. 4d6 instead of 2d6). He also gains a +8 bonus to Dungeonbashing proficiency throws, can throw boulders as a heavy ballista for 3d6 🔨 damage in a 5' radius out to 1,200' range, and doubles his normal carrying capacity. The effects of this belt, as with the spell *giant strength*, do not stack with any other effects that influence strength or size, only with the natural prowess (or lack thereof) of the wearer; a strong wearer has the strength of a strong giant while a runt of a man gains the strength of a runt of a giant. Further powers are determined by the type of titan the girdle emulates.

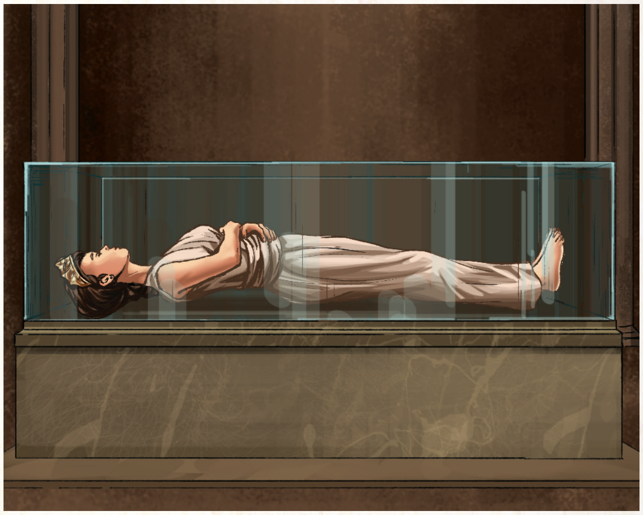
The **girdle of the lesser titans** grants the wearer the ability to float to the heavens and walk among the clouds at will. He can *levitate* himself as the spell. He can walk upon clouds as if they were solid, dry land; the effect is similar to *water-walking*, save that formations of clouds can be more variegated than bodies of water. At the Judge's discretion, stratus, altostratus, and cirrostratus clouds can count as grassland; cumulus, altocumulus, and stratocumulus clouds as hills; nimbostratus clouds as swamp; and cumulonimbus clouds as mountains. While cloud-walking, the wearer can still attack creatures in or beneath the surface of the cloud, but cannot himself dive into or through the cloud without ending the effect.

The **girdle of the greater titans** makes its wearer **immune** to mundane and extraordinary electrical damage as the spell *energy invulnerability*, with even a *thunderbolt* spell causing him only a slight tingle. The wearer is capable of *water breathing* as the spell. Simply by spending 1 turn concentrating, he can at will reshape the temperature, precipitation, and wind in a 3-mile radius around him however he desires (so long as it is natural and routine weather for his location and time of year), as the spell *summon weather*. Finally, during a thunder storm – whether natural or one summoned by him – the wearer can bring his hands together in a mighty booming clap to call down a 5d6 ⚡ damage *lightning strike* once per turn, as the spell.

Glass Casket

Base Cost 15,000gp: Permanent (1/day) 2nd level esoteric effect. Apparent Value 400gp.

This casket appears periodically in Rornish folklore, often holding a lost knight, princess, or king. Its sturdy panes of glass are carefully joined together without visible joint or seam into a 7' tall, 3' wide, and 2' deep case, with the lid resting on a nearly invisible hinge. A body sealed within the casket does not decay, appearing visibly at peace and almost asleep but for any visible wounds it was interred with. Small plant matter, such as flowers, can be preserved alongside the body, but any additional bodies set inside will disrupt the casket's enchantment. A corpse preserved by the casket remains eligible to be raised from the dead by spells such as *restore life and limb*, spoken to by means of *speak with dead*, and even harvested for special components, as if no time had passed since it was placed within. The casket has a 5-in-6 chance of being found with a body already present, deceased for less than a day before being interred. The body's identity is at the Judge's discretion, though an ordinary commoner is unlikely to be found inside; it might be an adventurer of 4d3 levels, a famed figure of history, or a noble thought too beautiful to let rot, as appropriate for the circumstances of the casket's discovery.



Glove of Death's Cries

Base Cost 20,000gp: 1/day *Shrieking Skull* 4th level esoteric effect. Apparent Value 40gp.

This glove is embroidered with an image of a copse of trees, the shadows and voids between branches suggesting the image of a human skull. Once per day, while holding a human or humanoid skull in the gloved hand, the wearer can kiss the skull's forehead and whisper a command to cause the skull to become animate for 1 turn, as the spell *shrieking skull*.

Gloves of Nimble Fingers

Base Cost 31,000gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 10gp.

These fingerless gloves are made from thin leather and trimmed with squirrel fur around the wrist. The wearer can ready a weapon, shield, or other item once per round without using an action. The wearer can also perform pickpocketing as a thief of half his level; if already trained in the skill he instead gains a +2 bonus to pickpocketing throws.

Gloves of the Fatal Touch

Base Cost 15,000gp: 10 charges 3rd level effect. Apparent Value 2gp.

These white fingerless gloves have thin padding above the knuckles and an open hole over the palm. They are fashioned after the sparring gloves worn by the yogi-kshatra (warrior-mystics) of Somirea, ascetics of battle who train their body and minds for spiritual and physical warfare. Adventurers who have visited the ashrams of the yogi-kshatra claim the masters of those temples can mark their foes for death by touch, the victims seemingly unharmed until they suddenly fall over dead some time later. Whether these gloves are the actual means by which the mystics deal death or were merely made in imitation of these mystic techniques, remains unknown.

The wearer can mark a living creature for death by touching the target with his gloved palm while mindfully meditating on the target's imminent doom. Marking the target consumes one charge from the gloves and requires a successful unarmed melee attack, unless the target is already **helpless**. The charge is expended whether or not the attack succeeds.

When the target is marked, the wearer must define the trigger which will bring about the target's death. The trigger must be revealed to the Judge, but not necessarily to the target. The trigger must be a physical action which the target is likely (but isn't obliged) to take. For example, the target could be marked for death when he sits down, stands up, runs, swings a weapon, or walks a given number of steps, but not when he eats or breathes, because the target cannot avoid breathing or eating. When the mark is triggered, the victim suffers 5d12 💀 damage with no saving throw permitted. The mark of death can be **dispelled** if the trigger is known. The trigger that spells a victim's doom can be diagnosed with a successful Healing proficiency throw to identify disease, or discerned with a *fate* spell. If the target (by choice or happenstance) avoids taking the triggering action for 1 month, the mark of death fades harmlessly.

In lieu of marking a creature for death, the wearer can mark a sunderable object, such as a weapon or shield, for destruction. The trigger for the object's destruction must be a physical action which the object's wearer or wielder is likely but not obliged to take, and the object is automatically destroyed with no saving throw when the mark is triggered. The mark of destruction on an object can be identified with a successful Magical Engineering or relevant Craft proficiency throw, and can be removed if **dispelled** or if the trigger is avoided for 1 month.

Each glove carries five charges. Pairs of gloves are usually found with 1d10 charges remaining. The dominant hand is usually found with fewer charges. If gloves are found with 5 or fewer charges remaining, there is a 50% chance only one such glove is found. **Gloves of the fatal touch** can be worn and used separately if desired.

Golden Spurs

Base Cost 24,000gp: Permanent (turn/level) 1st level effect 19,000gp; 1/day 1st level effect 5,000gp. Apparent Value 200gp.

These cavalry spurs are forged of solid steel sheathed in gleaming gold. When strapped to the feet of a man-sized rider, they afford him extraordinary equestrianship. Even if the wearer has never before sat a horse, he can ride without saddle, bit, or bridle in non-combat conditions. He can ride a saddled riding animal in combat, force march it without himself becoming **fatigued**, and guide a **charging** or running saddled mount into jumping, as the Riding proficiency. Once per day, by digging his heels into his mount and speaking a command into its ear (often "hup-hup" or "hyah!"), the wearer can spur his mount to hasten, doubling its speed for the following 12 turns.

Golden Thread

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 50gp, but obviously magical.

By ritual magic, the rays of the sun's light can be drawn, twisted, and spun into pure gold thread with the luster and weight of metal. Bound into a ball of golden thread, its power can be released to aid heroes in making their way from the deep and dark places where evil and horror lie and returning to the light of day.

A ball of **golden thread** emits soft light, bright as a candle but without flicker or flame. To activate the ball's magic, its user must touch the ball to every member of his party, then touch it to the threshold of a dungeon, castle, labyrinth, or other structure. This leaves a small mark on the threshold, visible only to him or to creatures able to *discern magic* by some means. Later, once within the structure, the user can set the ball on the ground and bid it "lead us to freedom" in any language he knows. On the user's initiative next round, the ball will begin rolling towards the marked threshold. The path the ball follows need not be the path the user or his party originally took, though; the Judge should decide on the easiest possible return path based on the information available to him. The ball will roll at whatever speed the user prefers, up to the user's own running speed.

The ball unravels as it rolls, leaving a line of golden thread behind it. The unrolled thread is illuminated along its length, bright to 5' and dim for a further 10'. So long as they do not backtrack, those following the thread receive a +2 bonus to saving throws and AC while within this light. The ball follows the center of the floor wherever possible, but will roll up or down walls where that is the best path to follow, slip under doors that are best opened, and curve around things best not stepped on, where possible. (If an unavoidable hazard occurs along the best route, the ball passes along it in a noticeably straight line.) Those following the thread can attempt to walk along it if it passes over pits and ravines as if it were a precarious traverse.

The ball will always be completely unrolled by the time it reaches the marked threshold, and cannot be used again. The thread remains in place until everyone in the user's entire party has either reached the marked threshold or died, or the ball is successfully **dispelled** by a spellcaster of 12th level or higher; then it fades away. Neither the ball nor its thread can be otherwise damaged or even moved.

If, for some reason, some members of the party neither perish nor escape, the thread will remain alight, possibly forever. One record of the thread's use, cited by Surcaneus of Cyfaraun during his studies of the Meniri dwarves, comes from a distraught adventurer who arrived alone at an isolated vault following a failed expedition to the deep roads. The adventurer's party, having found great riches in the depths of an ancient structure, had become lost in its depths; they used their golden thread to find the route to the surface, but a chance encounter split some of the group from the illuminated path. The man saw several of his allies turned to stone as they met the gaze of some monster beyond his sight. Upon reaching their camp at the structure's entrance, the adventurer waited a full day, but his allies did not follow and the thread did not darken. A rescue expedition to reach the dungeon by following the survivor's recollection bore no fruit. That thread might still remain there, waiting in vain to lead the petrified to safety, and serving as a marked path deep into the dungeon for those brave enough to risk a terrible fate for a chance at the riches inside.

Graven Dwarven Guard Dog

Base Cost 1,600gp: 1/hour cantrip effect. Apparent Value 100gp.

These bronze statuettes of watchful dogs are created both as unsleeping sentinels and extravagant children's toys. Those crafted for dwarven use depict the loyal dwarven underterrier, while those for sale to outsiders usually resemble wolfhounds or mastiffs. Some extravagant pieces are crafted of shining steel with sculpted gold fur, and non-magical mechanisms within to keep the dog's tail wagging for hours, which accordingly command a higher price for their artistic value. All function in a similar manner despite their varied appearance. When one of these statues is activated, typically by petting its head and saying "guard", it emits a soft bark. Anyone placing a hand in front of the statue's nose within 1 round after the bark is recognized as a friend. Afterwards, if a person not recognized as a friend comes within 10' of the dog, it barks as loudly and deeply as the largest of mastiffs for 1 round. The statue can recognize faces and insignia and see through mundane darkness, but cannot see through magical or mundane disguises, nor through magical darkness or invisibility. A creature that has reason to be suspicious about the reality of the sound can make an Implements saving throw to disbelieve and recognize the sound for what it is. After it barks, the statue goes silent until activated again. The statues can be activated once per 6 turns.

Grinning Demon Mask

Base Cost 30,000gp: 1/day 6th level effect. Apparent Value 60gp.

This horned wooden mask is painted with bright and garish colors to appear as a leering demonic visage. Once per day, by placing the mask over his face and making a feral grin, the owner can transform himself into the form of a gremlin: a 6** HD **cacodemon**. The wearer gains the physical capabilities, physical attacks, special abilities, and statistics of the new form, while retaining his own mental abilities and hit point total. Each mask of this kind will only ever confer a single shape, with 50% of such forms being humanoid and the remainder having even chances at being arachnine, monadine, scolopendrine, or wyverine. The exact result of transformation is unique to each mask in both appearance and special abilities gained, which should be rolled by the Judge using ***ACKS II Monstrous Manual*** p. 68–73; if the form is capable of speech the Judge should roll any spellcasting abilities. Unless **dispelled**, the demonic transformation ends either with the mask falling free after 6 turns or with the transformed individual choosing to remove it, an act visible to observers as the frenzied gremlin tearing at its own diabolic visage. For the time he is transformed the wearer is truly demonic; he can be slain by the spell *dispel evil* and rebuked by a sufficiently powerful crusader.

Gutter Crown

Base Cost 22,500gp: Permanent (1/day) 3rd level esoteric effect. Apparent Value 5gp.

This leather headband is decorated with bronze studs arrayed in colonnades around a single silver coin with a hole through its center at the front. The crown imbues its wearer with the authority to command the unclean creatures that dwell in cellars, gutters, sewers, and other squalid places. The wearer understands the gestures and vocalizations of filthy pests such as feral cats, flies, fleas, mice, pigeons, rats, roaches, snakes, and other small or tiny animal or vermin found in the rankest parts of human settlements, as well as the giant versions of such creatures (if any). He gains a +2 bonus to all reaction rolls involving filthy pests and can take them as henchmen. He can identify flora and fauna with a proficiency throw of 11+ provided that they are something his squalid subjects would eat or be eaten by. If the wearer already has the Beast Friendship proficiency, he can identify this subset of flora and fauna with a proficiency throw of 7+ instead of 11+, and can take one more henchman than he otherwise could so long as at least one is a filthy pest. The owner of the **gutter crown** can temporarily remove it (e.g. to bathe or rest) without losing the loyalty of his subjects, but each full day that passes in which he does not wear the crown counts as a calamity for any henchmen recruited with it.

Hag Stone

Base Cost 50,250gp: 12 charges choice of *True Seeing* 5th level esoteric effect, *Neutralize Poison* 4th level effect, *Death Ward* 4th level effect, or *Cure Disease* 3rd level effect = effective 8.375th level. Apparent Value 5gp.

Also known as witch stones, these glassy rocks are found in a variety of sizes and shapes, from a thin disk to a large egg, each with a naturally formed hole through the middle. They are most common in Rorn, where they are usually made into amulets by drawing a leather cord through their center. When worn, the stone will stop any sort of **curse** or **death** spells or effects from harming its wearer. When rubbed on the victim of sickness or poison, the stone will draw out the ailment, as the spells *cure disease* or *neutralize poison*. When held up to touch his eye socket, the stone will grant its wearer the ability to see all things as they truly are despite any enchantment, disguise, or darkness, as the spell *true seeing*. Each time the stone provides one of its benefits it expends a charge; a stone is typically found with 2d6 charges remaining. When its last charge is used, the stone breaks in half.

Halfling Firestone

Base Cost 150gp: Single charge choice of 2 cantrip effects = effective 0.3rd level effect. Apparent Value 1sp.

This small spherical stone has a small crack running through its middle. It can be used in two ways. When squeezed and thrown from the hand, the stone will glow red hot as the crack widens to drip hot magma. It can be hurled up to 225', and deals 1d6 🔥 damage on a successful attack throw. Like the **hurlstone**, it is a magical missile, not a thrown weapon; it can be lobbed at targets who are engaged or in cover without penalty, and suffers no penalty for medium or long range, but likewise does not benefit from any DEX, STR, or class damage bonus that would apply to an ordinary thrown weapon. When placed into a fire, the stone will burst into cracked chunks of burning ash that produce a flickering image in the fire above. The flickering image is a 1' × 1' × 1' dynamic visual illusion under the user's control, changing as the user wills it and lasting for as long as he concentrates. Whether thrown as a projectile or burned to produce a phantasm, the **firestone** is consumed when used.

Halfling Hurlstone

Base Cost 100gp: Single charge cantrip effect. Apparent Value 1sp.

This smooth, egg-sized spherical stone has a surprising heft. When thrown from the hand it will fly nearly as far as a stone from a sling, hit with the force of a javelin, and harm even creatures immune to mundane weapons. The hurlstone can be thrown up to 225', and deals 1d6 🔨 damage on a successful attack throw. Obviously, halflings are far too small and weak to hurl hefty rocks to such great distances; the hurlstone is actually a magical missile propelled by arcane power, not a thrown weapon. As such, it can be lobbed at targets who are engaged or in cover without penalty, and suffers no penalty for medium or long range, but likewise does not benefit from any DEX, STR, or class damage bonus that would apply to an ordinary thrown weapon. The hurlstone's magic is expended after only a single throw.

Hammer of Korten Khador

Base Cost 328,000gp: 4 Permanent (turn/level) 4th level effects 76,000gp each; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp. Apparent Value 100gp.

This hammer has a steel head made from meteoric iron, supposedly made from a meteor whose impact revealed an entrance to the underground river that the great vault of Azen Khador was built upon. Its wooden handle is a solid piece of cherry without blemishes or discoloration, reportedly from a tree struck down by that same meteor. The hammer collects no dust, and any dirt or soot that falls on it comes off cleanly with nothing more than a quick shake. It was created by Korten Khador, greatest of all dwarven smiths, who intended it for use; yet its immense sacredness meant it was only rarely employed after his death and was a key reliquary at his tomb. A dwarven craftpriest of Azen Khador could, with the approval of the majority of his fellows, use the hammer for one great project in his lifetime; any further use by the craftpriest required unanimity, which occurred only a handful of times in the history of the vault. With the destruction of Azen Khador during the Bitter War the hammer was lost, along with most of Korten Khador's greatest relics.

The wielder receives four ranks of the Craft proficiency for any project involving metalsmithing, including armor, weapons, and jewelry. An unskilled wielder acts as a grandmaster craftsman. A wielder with at least apprentice-level skill in a metalsmithing craft can use that crafting ability to create magic items, at twice the base time and cost of a mage of his level. Additionally, a divine caster of sufficient level to create permanent magic items, and with at least apprentice skill in the appropriate craft, may make magic items that he himself cannot use (for example, a dwarven craftpriest with Craft (weaponsmithing) could create a magic two-handed sword) at the usual time and cost. The hammer was made to bear the heat of the strongest forges of or under the earth; its bearer is likewise **resistant** to fire as the spell *energy protection*.

Hammer of the Master Smith

Base Cost 12,000gp: 1/week *Crafting* 4th level effect. Apparent Value 2gp.

The iron head of this dwarven smith's hammer is covered with scratches and dents everywhere save the maker's mark it bears on the side. It is imbued with long years of expertise. A wielder starting a project on which the hammer would be useful (producing a single weapon, set of armor, piece of jewelry, etc.) will work with enhanced ability, gaining one rank in the relevant Craft proficiency for the duration of the project, as the spell *crafting*. The increased skill lasts until the project is complete or 1 day has passed without the user working on the project for a full 8 hours. A project interrupted for more than 1 day cannot gain the benefits of the hammer again for that project. The hammer cannot be used on another project until the first project has been completed and at least 1 week has passed.

Hand of Calamity

Base Cost 15,000gp: 5 charges *Summon Invisible Stalker* 6th level effect. Apparent Value 5sp.

This enchanted severed hand of a former occultist is not cursed, though those using it without properly identifying it may believe it to be. Of the hand's four fingers and thumb, 2d3-1 remain extended, with the rest curled up into a fist. When someone holds the hand and speaks a request beginning with "I wish…" another finger curls up. The magic of the hand acts towards the given task by secretly summoning an **invisible stalker** to accomplish it over time. The invisible stalkers must attempt to fulfill the letter of the wish, but will pervert their instructions as much as possible to bring harm to the wisher and whatever he cares about.

Hand of Disarticulation

Base Cost 7,500gp: 5 charges *Dismember* 3rd level effect. Apparent Value 25gp.

This skeletal hand is held together with silver wires, the bones of the palm bound together to a silver ring by which the hand can be worn as a necklace. Pointing a finger at a living target within 90' and then breaking it will force the target to make a Death saving throw. If the throw succeeds, the target feels an arthritic twinge in his fingers but is otherwise unaffected. If the throw fails, the target suffers 3d6 💀 damage and must immediately roll 1d20 on the Savage Mortal Wounds table and suffer the result listed under Permanent Wounds Suffered. The 1d20 roll is only modified by the target's CON and HD, while the d6 roll is always a result of "4" (which damages the target's hands and arms). A **hand of disarticulation** is found with 2d3-1 intact fingers remaining.

Hand of Gold

Base Cost 122,500gp: 1/turn 4th level effect 66,000gp; Permanent (1/day) 5th level esoteric effect 37,500gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 250gp.

This prosthetic left hand is made of gold, lustrous and pure. A relic of Old Nicea, its use by King Metoros brought the ruin of his dynasty; the hand became the subject of many a cautionary tale about the dangers of greed, and (ironically) the ultimate goal of many a treasure hunter over the centuries. Used as a prosthesis, it allows a wearer with a missing left hand to regain the use of a shield. The hand also possesses legendary powers which can only be used while it is attached in this fashion. Once per turn the wearer can activate the hand and touch it to a living creature to **petrify** the target with no saving throw allowed. A successful attack throw is required to touch an unwilling target unless it is **helpless**. The petrified creature is turned not to stone, but into a lustrous mixture of valuable gold and worthless fool's gold. The proportion of true gold in the creature varies by location: where the accumulated weight of civilization and commerce is greatest, the hand's power is strongest. The amount of true gold corresponds to market class as a venturer's **access to capital power**, with the hand producing a maximum of 1,000gp per month in a class VI market or lower, and 100,000gp or more in a class I market. Each stone of a petrified creature's normal weight turned to true gold weighs 20 stone and is worth 20,000gp, while fool's gold weighs 5 stone per stone of the creature's normal weight. Creatures the hand transforms into any type of metal will remain petrified until subject to a *depetrification* spell or similar effect.

The hand draws energies from the Outer Darkness between the spheres whenever it changes base flesh to pure gold, and as this power is used it draws the notice of the eldritch horrors that dwell there. This gives the wearer a debt of power which must be repaid lest it doom him. This debt can only be repaid by the transmutation of true gold to lead, which the hand can do to a touched object once each turn in lieu of changing a creature to gold. The debt accrues interest of 3% each month as additional energies from the Outer Darkness leak out into the world through the void it has left. If, at the end of the month, the wearer has accumulated debt (principal and unpaid interest) greater than his total XP, then one or more **cacodemons**, **invisible stalkers**, or worse things from the Outer Darkness will arrive to claim his soul in payment (for relevant statistics refer to the ***ACKS II Monstrous Manual***). The creatures will be of strength and number such that their wages (were they to be fielded normally) are equal to the monthly interest payment. If slain by these creatures, the wearer cannot be restored to life by any means short of *wish* or *miracle*. Destroying or giving away the hand will not absolve its former wearer nor its current owner of any remaining debt.

While in a class I market the bearer can coat the hand completely with his own blood to become 10 years younger, as a **potion of youth** (with the normal risk of complications for repeated use); each such use of the hand adds 100,000gp to his debt.

Hand of Lareth

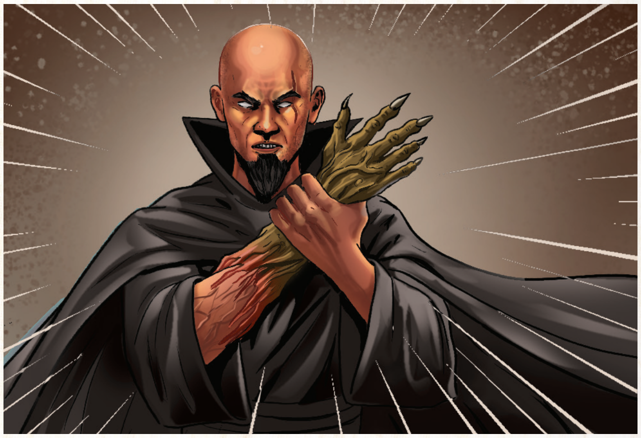
Base Cost 119,500gp: At-Will (concentration) *Choking Grip* 1st level effect 25,000gp; 3 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 2gp.

This withered elven hand, a legend among necromancers, was made by the southern Argollëan elven spellsword Lareth the Black Hand as a necromantic prosthetic, repairing his battle injury and earning him his sobriquet. The hand terminates a few inches behind the wrist; when held in proximity to a handless arm, unliving tendons will emerge and fasten firmly to the stump after 1 turn of probing. (Though it is a left hand, it may be attached to a stump on either arm, but attachment to a right arm will result in a -1 penalty on all related throws.)

Once it has grafted onto a new master, the hand not only acts as a replacement limb, but also functions as a powerful familiar for him. It grants its master a +1 bonus to saving throws and a number of powers while attached to him or otherwise within 30'. As an action in lieu of attacking, the hand's master can detach the hand to allow it to move independently. The hand has the characteristics of a giant rat (AC 2, Spd 40' / 120' or 20' / 60' swim, Dmg 1d3 🗡), but hit points equal to half its master's hit points, and it attacks and saves as a mage equal to its master's level. It begins to act on the following combat round after being detached, following its master's verbal instructions. It can reattach to him when within 5' as an action in lieu of attacking. If reduced to 0 hp, the hand is de-animated. Its former master immediately suffers damage equal to half his own maximum hit points and loses all access to the hand's powers. The hand re-animates when re-attached to a stump (taking 1 turn, as above).

In lieu of detaching the hand, the master can fling it through the air at a living target within 45' of him, the hand hurtling off his wrist to seize his target's throat with an abominable grip. The target must make a Death saving throw; if the save succeeds the hand fails to grasp the target, but if the save fails the hand begins **choking** the target as the spell *choking grip*. The target immediately suffers 1d6 ☠ damage and cannot take any actions or speak until the hand is pried off. While the hand's master maintains concentration, the target must make another Death saving throw at the start of the master's initiative each round. If the save fails, the target takes another 1d6 ☠ damage and remains choking; on a success the target is able to wrench the hand off its neck. As soon as the target's save succeeds, the hand will immediately scuttle back to its master to re-attach. If possible it will march to him at combat speed and re-attach as an action in lieu of attacking, otherwise it will move as close to him as possible, then begin acting the following round like a detached familiar.

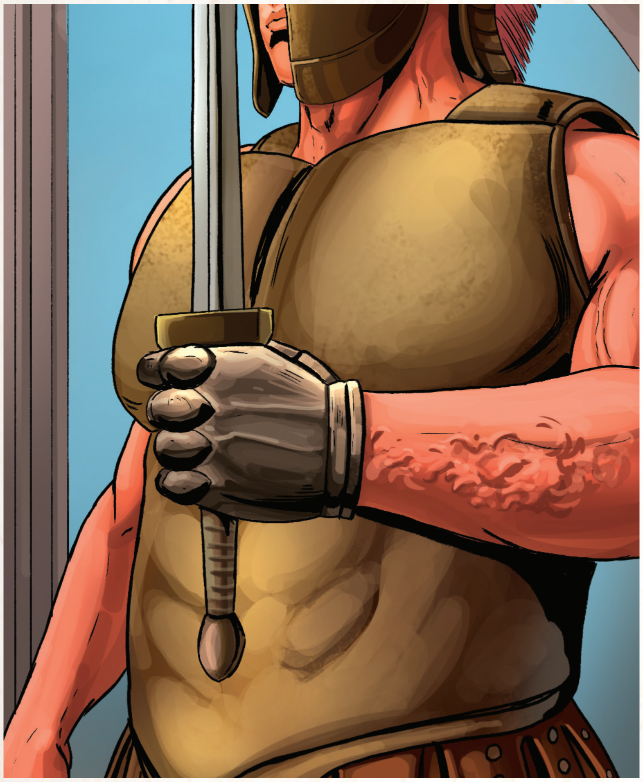
The power of the hand perhaps most desired by chaotic spellcasters is the immense skill it grants its master over the necromantic arts. While the hand is attached to his arm, its master gains both the Black Lore of Zahar proficiency and the **secrets of the dark arts** power. He can control undead as if a chaotic crusader of two thirds his class level, targets of his death spells suffer a -2 penalty to their saving throws, and his necromantic spell effects are calculated as if he were three class levels higher. When researching death and necromancy magic, his eligibility is calculated as if he were three levels higher, and he gains a +2 bonus on magic research throws and 10% increased research speed. If the hand's master is at least 8th level he can fully comprehend the **secrets of life and death**, letting him perform necromancy at half the usual material cost and research cost. Finally, he is able to learn an additional death or necromancy spell per spell level, as the Expanded Repertoire proficiency; these extra spells should be identified within the master's repertoire, as he cannot cast them while the hand is detached.



Hand of the Warrior

Base Cost 57,000gp: Permanent (1/3 turns) *Swift Sword, Sustained* 3rd level effect. Apparent Value 140gp.

This prosthetic hand is crafted from the mummified hand of a skilled warrior, encased within a reinforced iron gauntlet. Once secured to a handless arm, the prosthetic's fingers can be opened or locked shut to firmly secure the handle of a weapon or shield in its grasp. The first recorded wearer of such a creation was the Auran Prefect Valen, who refused restoration of his lost sword-hand for fear of damaging his soul; his son would later strike off his own healthy limb to take advantage of the item's power. Other full-bodied warriors have likewise coveted such hands, for rather than merely allowing a maimed warrior to wield a weapon once more, the hand imparts great prowess to its wearer in combat. The hand moves with the speed of both its original and current owner, striking with the quickness of two warriors; its wearer can make one additional attack each round while wielding a one-handed weapon in the prosthetic, as the spell *swift sword*. The hand's magic does not stack with other speed effects, and does not accelerate the wearer's movement or spellcasting, nor the use of magic items. It also does not restore use of the wielder's hand for tasks other than wielding a weapon. Hands of this kind have a 5-in-6 chance to be right hands and a 1-in-6 chance to be left hands; they may be attached to a stump on either arm, but attachment to the incorrect arm will result in a -1 penalty on all related throws.



Harp of Blossoming Bounty

Base Cost 37,500gp: 1/day choice of *Create Food* 5th level esoteric effect or *Forest Enchantment* 5th level effect = effective 7.5th level esoteric effect. Apparent Value 700gp.

This elven harp is a work of art that provokes awe even in silence. Its making was high art: Seven silver strings were suspended twixt a pair of green branches on a living tree, and the branches carefully shaped by years of tending until they grew into the precise forms necessary to produce the desired tension in the strings. Once the strings resonated properly, the branches were separated from the tree, worked clean, and set with platinum and dark sapphires. The resulting harp is a superb and pleasing instrument in trained hands.

Once per day, an elf, sylvan witch, or similarly nature-attuned user (Judge's discretion) can play the harp to produce magical effects on nearby plants. If the harpist sings compliments to all nearby plants, the song will **bewitch** every plant within 240', as the spell *forest enchantment*. Semi-sapient and sapient plant creatures can resist the effect on a successful Implements saving throw. Up to nine patches of vegetation can be kept enchanted; thereafter, each new patch enchanted will free the longest-enchanted patch. If the harpist sings the praises of a specific edible plant nearby, the song will cause the plant to magically bloom and fruit even if out of season, magically producing 300 lbs of food (enough to feed a platoon of 15 cavalry and mounts or a company of 120 infantry for 1 day), as the spell *create food*.

Note that the user of the **harp of blossoming bounty** need not have any ranks in Performance proficiency in order to affect plants with it. However, his lack of proficiency will certainly distress any elves who hear him play, and they may well decide such a wonderful instrument should not remain in such unskilled hands...

Head of Viggo

Base Cost 3,000gp: Single charge 6th level esoteric effect. Apparent Value 1gp.

This preserved head, its eyes wide and staring, might almost seem alive were it not for the penetrating stench of the bitumen and spices in which it was embalmed. When held against the neck of a decapitated but otherwise mostly intact humanoid corpse, the head will attach, flesh knitting to flesh, and a new composite body gaining life. The resulting creature has the physical characteristics that the corpse had in life but the mental characteristics of an unsightly, empty-headed brute. It keeps its STR, DEX, and CON attributes, as well as its AC, HD, hp, attack throws, damage bonus, combat proficiencies, and racial special abilities. It reduces its INT, WIL, and CHA to 3, and loses all its class powers, class proficiencies, general proficiencies, and/or spells. It remembers its native spoken language, but no other languages. The reanimation process does not return the mind or soul of either dead creature to the body, nor does it compel loyalty to the head's user, but tricking or commanding such a brute is easier than with a normal man. A head of this sort is usually made from the head of a heinous criminal, punishing him with a fate worse than mere decapitation; the first known subject was the barbarian Viggo the Dastard, who displayed such exceptional cowardice that his own adventuring companions made an example of him. A creature unfortunate enough to be made into one of these heads cannot be restored to life by any means short of ritual magic.

Headless Helm

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 10gp.

This **cursed** headgear resembles one of the ordinary open-faced helmets worn by Auran legionaries or Tirenean hoplites. When a person puts the helm on his head, the helm immediately begins to squeeze his skull in a vise. The helmeted victim must make a Death saving throw. On a failed saving throw, the victim dies, his head crushed by the helmet with such force that his eyes pop out of his sockets like arrows and his brains splatter out of the open face like water splashing from a dropped bucket. The headless victim cannot be restored to life by any means short of ritual magic, nor communicated with by *speak with dead*. On a successful throw, the victim's skull proves somewhat sturdier than the helmet's steel, but he still takes 3d6 damage and gets **blinded** in 1d3-1 eyes. The helmet will need to be pried off his head, a lengthy and painful process requiring 1 turn, a crowbar, and a hammer. The **headless helm** triggers but once, being non-magical afterwards and in horrible shape besides.

Heart of Eternity

Base Cost 85,500gp: 2 Permanent (1/day) 5th level esoteric effects 37,500gp each; Permanent (1/day) 3rd level esoteric effect 22,500gp; Permanent (1/hour) drawback 1st level effect -12,000gp. Apparent Value 200gp, but obviously magical.

This gently pulsing translucent black stone has the shriveled heart of an elven warlord at its center. A humanoid who successfully has the stone implanted in his chest becomes artificially sustained by the heart's dark power. His lifespan becomes three times longer than normal for his race, up to the length of an elf's. He retains his apparent age from when the heart was implanted, suffering no further attribute penalties from aging nor even developing wrinkles, blemishes, or grey hairs. He is warded from the touch of contagion and the crypt, becoming **immune** to all diseases. The heart's necromantic energies permit him an eternal existence after his lengthened life; if transformed into an intelligent undead, he will retain his racial powers and his class abilities, and can continue to advance in Hit Dice without limit even past his class's maximum level. (Detailed rules for transformations can be found in ***ACKS II Judges Journal*** p. 94.)

Implanting the heart requires a day-long surgery and a successful Healing proficiency throw. If the Healing throw fails, the subject must make a Death saving throw, dying on a failed throw. On a successful save his heart and lungs are damaged: he must rest for 2 turns of every 6, his wilderness movement is reduced by 1/3, he cannot force march, his CON is reduced by 1/3, and the surgery cannot be attempted on him again until healed of this mortal wound.

Heart of Flame

Base Cost 15,000gp: 1/day 3rd level effect. Apparent Value 4,000gp.

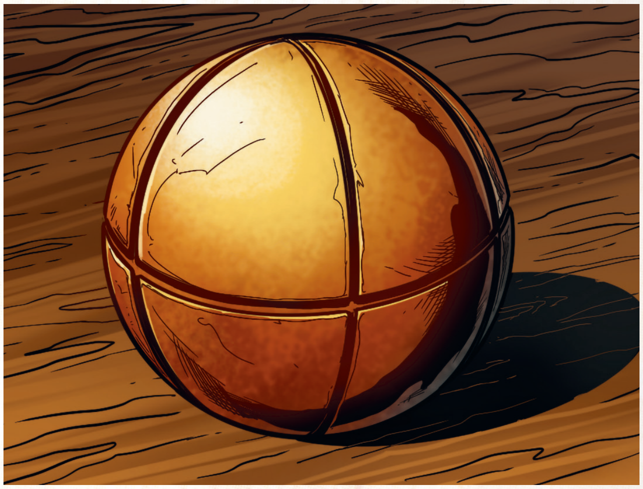
This large ruby is carved in the shape of a stylized human heart. Once per day, when thrown into a fire, it will draw the flames into the form of an **elemental** from the Elemental Sphere of Fire with the ruby at its center (see ***ACKS II Monstrous Manual*** p. 117). Even the flickering of a candle suffices to conjure a petty elemental with 4 HD, but if the fire is a large bonfire of at least 10' diameter the heart will instead conjure a major elemental with 12 HD. Once conjured, the elemental serves the person who threw the heart into the fire for up to 12 hours, so long as the user maintains concentration, as the spell *conjure major elemental*. As with the spell, the elemental can be dismissed at any time by its controller, but if his concentration is broken it will attack him and all others until it is banished, destroyed, or chooses to return to its home sphere.

Heart of Gold

Base Cost 18,750gp: Permanent (1/day) 5th level esoteric effect 37,500gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -18,750gp. Apparent Value 500gp.

The size of a small plum, this golden sphere is marked by a deep groove along its equator, with shallower grooves along its meridians. Objects of this kind were first crafted by the Katripol so that they might long prosper from the guidance of their greatest leaders. If implanted in a hero's chest, he becomes artificially sustained by the heart's holy power. His lifespan becomes three times longer than normal for his race. He no longer shows nor suffers the effects of age past the prime of adulthood, experiencing no attribute penalties from advanced age, nor even wrinkles, blemishes, infertility or grey hairs. He is warded from the touch of contagion from the crypt, becoming **immune** to diseases caused by undead.

As the Gods of Law willed, the heart is not without risk. Implanting the heart requires a Lawful creature to place it against his bare chest and speak its word of power, causing it to merge without bloodshed into and inside his flesh, leaving no sign of implantation. The energies unleashed on the body during the implantation are intense. The hero must make a Death saving throw. If his save fails, he is disintegrated, his flesh turned to ash and his soul ferried to the Empyrean Heaven to serve Ammonar, the heart and all other possessions left behind. If his save succeeds, the Heart merges with him and provides him with its benefits. Implanting the heart can only be attempted once per week, and has no effect if attempted by a non-Lawful subject.



Heart of Ice

Base Cost 57,000gp: Permanent (turn/level) 3rd level effect. Apparent Value 800gp.

This pale blue sapphire hangs on a platinum chain, its links so fine and numerous they appear as an unbroken cord. This powerful amulet chills the heart it rests over, tempering the most easily and unnaturally manipulated passions. The wearer is **immune** to all **bewitching** spells and effects, including those caused by the Mystic Aura proficiency and related powers.

> *Elaria fingered the gem that hung from her neck. The sapphire was cold to the touch, so cold it burnt her where she stroked it. "Wear it always in the Court of Ravanor," the crone had said. "It will guard your heart from the Bitter Prince." But the prince had opened his heart to her, hadn't he? How could she not do the same? Besides, blue had never been her best color.*
>
> Elaria Hyapsürian, *The Bitter Prince*

Heart of Stone

Base Cost 12,000gp: 8 charges 3rd level effect. Apparent Value 40gp.

This heart-shaped grey soapstone pendant hangs from a silver chain. The wearer is **immune** to all **petrification** effects, such as the spell of the same name or the gaze attack of a medusa. With each use the heart grows cracked, eventually splitting down the middle and falling free of the chain with no magic remaining. The heart is found with 1d8 charges remaining.

Heavenly Fare

Base Cost 200,000gp: Single charge *Apotheosis* 9th level ritual effect. Apparent Value 100gp.

According to Thalosides' *Mythos*, the god Naurivus stole the horns from his sister Mityara's unicorns while she was drunk on the nectar and ambrosia of the gods. This was not the only time a god was robbed, though it might have been the most blatant. In ages past, legendary hunters and scoundrels would sometimes hire oracles to augur the attentions of the gods, hoping to steal a small piece of **heavenly fare** from their dining tables when the gods were drunk, disheveled, or otherwise distracted.

This small oak box is lined with a thin layer of gold foil; inside is a glass vial and a bundle of white silk, each sealed with purple wax. The vial is almost empty, containing only a few drops of clear golden nectar; the bundle contains a handful of honeyed figs. A living creature that consumes either the nectar or the ambrosia separately must make a Death saving throw. If the save succeeds, the creature enjoys a succulent treat. If the save fails, the creature is instantly slain – the nectar burning through it with the light of the sun or the ambrosia tearing through it with the weight of the world.

If the nectar and ambrosia are consumed together, the risk of death rises to a risk of obliteration, but the reward is immortality. Again, the creature must make a Death saving throw. If the save fails, the creature is obliterated forever, beyond even the restoration of ritual magic. If the save succeeds, the creature becomes immortal, gaining the godlike powers provided by the ritual spell *apotheosis* (see ***ACKS II Revised Rulebook*** p. 398). As with the spell, the grandeur the creature gains must be sustained by worship lest it be diminished and fall into torpor; at least one such thief of heaven is alleged to have suffered this fate, his name said to be occluded from histories by decree of the offended god, that he might not reawaken from the tale being told.

Heaven's Censer

Base Cost 600,000gp: 1/6 chance of expending item = 6 charges 8th level ritual effect. Apparent Value 5,000gp.

This 1'-wide hepatizon censer is set with large fire opals and engraved with an inscription in Draconic declaring that the sky itself will one day be devoured. By burning incense in the censer for 1 turn, the user can summon weather of a kind natural to the location and season employed; he can set the temperature, precipitation, and wind within a vast 12-mile radius around him (one 24-mile hex) for a full month. The effect is identical to that of the spell *summon weather*, except for the far greater area and duration. To command such potent forces is incredibly demanding, and each time the censer is used there is a 1-in-6 chance that it will melt to slag afterwards.

Thalosides details the creation of **heaven's censer** in *Mythos*: the legendary wyrm Elleankar, the favored son of Iskara, the Mother of Monsters, received a prophecy that his end would come amidst rain and thunder. To avert this fate, his mother wrought him a censer which would clear the skies to the horizon and beyond. Yet even this potent creation could not forestall the dragon's doom, for the great hero Ilarion had been tasked with his destruction. Told of the prophecy but too impatient to wait for a storm, Ilarion instead diverted a river into Elleankar's lair, then hurled thunderbolts stolen from Ornaron the Thundermaker to blast the wyrm as he rose up through the resulting waterfall. *Mythos* tells that the great censer thus served only to demonstrate the futility of defying fate, but does not mention the artifact's own destiny. However, a tale in *Opelenean Nights* gives a possible clue, claiming that a servant of the dragon fled with his most wondrous treasures to found a mercantile dynasty in what would become the great city of Alakyrum.

Helm of Ancient Canopies

Base Cost 76,500gp: Quarter price permanent (1/hour) *Growth* 3rd level effect 36,000/4 = 9,000gp; Half price permanent (1/hour) 5th level effect 60,000/2 = 30,000gp; Quarter price permanent (1/turn) 6th level effect 150,000/4 = 37,500gp. Apparent Value 100gp.

This helm is wrought from pieces of a human skull, its crown reinforced with hardwood bands that seem to grow out of the bone. The wearer peers out through the hollow eye sockets of the skull, his own gaze shining where once another's had. The zygomatic bones serve as ghastly cheek guards, but the lower face remains uncovered, so that the living warrior speaks and breathes beneath.

When the helm is donned by a man-sized wearer, he becomes as large as a tree – though the size of the tree waxes and wanes with the seasons. All of the wearer's carried and worn equipment is similarly enlarged, though without effect on its magical properties. Any enlarged items that leave the wearer's possession instantly return to normal size, and the wearer himself returns to normal size when the helm is removed.

In winter, the wearer grows by one size category, becoming a Large creature that stands around 12' tall and weighs about 120 stone. He gains +2 to melee attack throws, deals two damage dice with melee and thrown attacks, doubles his normal carrying capacity, and gains a +8 bonus to Dungeonbashing throws, as the spell *growth*. In spring or autumn, the wearer grows by two size categories, becoming a Huge creature that stands around 18' tall and weighs about 405 stone (2 tons). He gains +4 to melee attack throws, deals four damage dice with melee and thrown attacks, quadruples his normal carrying capacity, and gains a +16 bonus to Dungeonbashing throws. In summer, he grows three size categories, becoming a Gigantic creature that stands around 24' tall and weighs about 960 stone (5 tons). He gains +6 to melee attack throws, deals eight damage dice with melee and thrown attacks, octuples his normal carrying capacity, and gains a +24 bonus to Dungeonbashing throws.

Helms such as these are said to originate far to the north of Jutland, where there dwells a tribe that lays its dead to rest with saplings planted in their hearts. Fed by the flesh of the departed, the young trees take root in the bones, and under the tribe's patient tending are coaxed to entwine with them as they grow. Over the centuries, some of these burial trees swell to mighty size. From such living sepulchers, the tribe's shamans may carefully cut free the skull of a great ancestor and fashion it into a **helm of ancient canopies**.

Helm of Awe

Base Cost 76,000gp: Permanent (1/3 turns) *Inspire Awe* 4th level effect. Apparent Value 3,000gp.

This orichalcum helmet has an open face with long cheek guards and a tall red crest. The wearer of the **helm of awe** inspires dread in the hearts of the wicked. Each evil creature that begins its initiative or moves within 30' of the wearer must make an Implements saving throw. If the save succeeds, the creature can act normally. If the save fails, the creature **falters** that round. A faltering creature suffers a -2 penalty to attack throws, proficiency throws, and saving throws against the wearer. For purposes of the helm's power, evil creatures include hostile creatures of an alignment other than the wearer's own, and inherently evil creatures such as undead and summoned creatures of Chaotic alignment.

Helm of Comprehension

Base Cost 25,000gp: Permanent (1/turn) *Discern Gist* 1st level effect. Apparent Value 150gp.

This bronze helmet is embossed with a crisscross of golden lines, formed of characters from dozens of scripts overlaid on each other. The wearer can understand the general meaning of any written script he reads, even those inscribed in lost languages or encoded with ciphers or secret symbols, as the spell *discern gist*.

Helm of Disalignment

Base Cost 22,500gp: Permanent (1/day) 3rd level effect. Apparent Value 660gp.

This elegant and lightweight open-faced helmet is lined with a soft velvet interior. The helm bears an unusual curse: a person putting on the helmet instantly has his alignment changed for as long as he wears it, with no saving throw permitted. A Lawful person becomes Chaotic and vice versa; one of Neutral alignment has even chances of becoming Lawful or Chaotic. The effects of the helmet cannot be ended by **dispelling** or **lifting** it, only by its removal or destruction; upon being separated from the helmet the wearer reverts to his original alignment. The helm's effect on its wearer can be discovered by the spell *discern bewitchment*. Whoever wears the helmet will immediately know what it is, what it has done to him, and what would happen if it were to be taken off; however, he will not desire to remove it, viewing the result as a violation of his true self. The helmet will never accidentally slip off its wearer's brow, requiring a successful Disarm or Sunder maneuver or a **helpless** wearer for it to be physically removed.

Helm of Imperishable Fame

Base Cost 31,000gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 660gp.

Crafted from burnished orichalcum and surmounted by a tall red crest, this heavy helm instills in its wearer the aggression and spirit necessary to win imperishable fame. When worn by a fighter (or other creature with equal or better attack progression), the helm increases the wearer's maximum number of cleaves by 1. If such a wearer fells at least one enemy during a round, he gains a +1 bonus to initiative on the following combat round. The invincible general Audarius XI Ulkyreus was wont to wear a **helm of imperishable fame** into battle in his younger years, but grew more circumspect with age. His helm was lost during the civil war that followed his death, though other such helms still lie in the hands of the Auran elite.

Helm of Oblivion

Base Cost 55,000gp: Permanent (1/day) *Indiscernibility* 4th level esoteric effect 30,000gp; 1/day *Forgetfulness* 5th level effect 25,000gp. Apparent Value 90gp.

This steel helm is coated with a light grey enamel the color of heavy fog. The wearer is able to vanish from magic and memory. He remains present to material senses – he can be seen, heard, smelled, and so on – but is indiscernible to magical searches. He, the items he carries, and the location he occupies, are protected from any **locating** or **scrying** spells and effects, as the spell *indiscernibility*. Even if noticed by mundane means, the wearer can slip away like a dream forgotten upon awakening; once per day, by waving his hand before his face while twirling his fingers, he can induce *forgetfulness* in 2d4 living humanoid targets within 30' as the spell, disrupting their memories of what has just occurred and what immediately follows.

Helm of Ornaron

Base Cost 48,500gp: 1/week 5th level esoteric effect 15,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (turn/level) drawback (only in storms) 1st level effect -19,000 to max half cost = -9,500gp; 1/hour *Lightning Strike* 3rd level esoteric effect 24,000gp. Apparent Value 240gp.

This full-face steel helm is decorated with a pair of crossed thunderbolts over each ear. Created to honor Ornaron the Thundermaker, god of rage, its eyes glow when its powers are invoked. By spending 1 turn bellowing boasts to the sky of Ornaron's might, the wearer can summon a thunderstorm in a 3-mile radius around him, as the spell *summon weather*. The Godfather of Storms will send his thunderclouds at most once per week.

With a storm in the same 6-mile hex, if the helm is struck (including by the wearer himself), the wearer will enter a state of **greater berserkergang**. While in this state the wearer gains a +2 bonus to attack throws and damage throws, becomes **immune** to fear, and damage dealt to him by non-magical attacks is decreased by 1 point per die. However, he suffers the same tactical limitations as from the Berserkergang proficiency, and if he rolls a natural 1 on an attack throw he strikes an adjacent ally rather than his intended target. The greater berserkergang is exhausting and can only be entered once per day; after it ends the wearer is **fatigued** and **winded** until he has rested for 1 turn.

While a thunderstorm is within 480', the wearer can strike his fist against his chest and raise it skyward to call down a bolt of lightning, as the spell *lightning strike*. He can call down an additional strike each turn until the storm ends or goes out of range.

Helm of Perpetual Sacrifice

Base Cost 94,000gp: At-Will (concentration) 4th level effect 100,000gp; At-Will (concentration) drawback 1st level effect -25,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 1,300gp.

This ornate silvered helmet is adorned with a pair of goat horns. Fine platinum wire hammered into the horns forms a strange pattern of irregular triangles. The wearer of the helm can take on the suffering of others. By touching another living creature, he can heal it for 1d6+1 damage per round of contact; he suffers the same amount of damage in the process. The helm cannot heal or transfer any damage from a necrotic source, such as death spells. The helm heals the wearer for 1 point of damage per turn, slowly restoring his ability to accept further pain and injury on behalf of others; however, it only heals damage he accepted or received while wearing the helm.

Helm of Telepathy

Base Cost 100,000gp: Permanent (1/turn) *Telepathy* 4th level esoteric effect. Apparent Value 2,500gp.

This ancient closed-face helmet is glossy black with fine platinum filigree, the lines of bright metal over the eyes and joints creating the impression of a scarab beetle resting over the wearer's face. The helm grants the wearer the ability to communicate mentally at will, as the spell *telepathy*. With stationary concentration the wearer can establish a telepathic link with a sapient creature within 180'; the target is allowed an Implements saving throw to resist. If linked, the wearer can read all of the target's surface thoughts and send thoughts of his own; deeper secrets or memories may require interrogation or other prompting to bring the thoughts to the present mind of the target.

Helm of Teleportation

Base Cost 82,500gp: 1/turn *Teleportation* 5th level effect. Apparent Value 1,000gp.

This silvered helmet shines with strange reflections showing an ever-changing medley of blurred locations. The helm allows its wearer to instantly send himself or a touched creature to the destination of his choice once per turn, as the spell *teleportation*. Touching an unwilling creature requires a successful attack throw, and the touched creature is allowed an Implements saving throw to resist the effect. Teleporting via the helm is just as inaccurate and dangerous for the teleported creature as with the spell, though the wearer may consider this a bonus when using it against a hostile target.

Helm of the Hive

Base Cost 46,000gp: Permanent (1/hour) 1st level effect 12,000gp; 1/hour *Shrouding Fog* 2nd level esoteric effect 16,000gp; 1/week 6th level effect 18,000gp. Apparent Value 400gp, but obviously magical when worn.

The visor of this strange helmet is honeycomb patterned, with hexagons of bronze obscuring the entire face. The wearer can see traces of white smoke and the occasional movement of bees inside the helm at the periphery of his vision, though not enough to obstruct sight. He is warded against all insects and giant insects, unable to be attacked by them unless he attacks them first. Once per hour, by exhaling a long puff of air while outdoors or in a well-ventilated space, the wearer can cause white smoke to pour forth from the helmet's vents, producing a cloud 30' in diameter and 10' high as the spell *shrouding fog*. The wearer and any creatures able to discern invisible can see dimly through the smoke, but all others within it are effectively **blinded**.

Once per week, by remaining motionless and making a droning hum, the wearer can cause angry bees to begin flying out of every hole and seam in the helm. If the wearer maintains his concentration on humming for 1 turn, the bees assemble into 2d4 2 HD **insect swarms** at the end of the turn; if the wearer loses his concentration before the end of the turn, the bees instead simply depart. Once the swarms are formed, they will remain for 1 day, during which time the bees will follow the wearer's mental commands (to the best of their limited intellects) while they remain within 480' of him. If a swarm is no longer in range of the wearer, his mental control is lost until it reenters that range. After this power is used, the wearer will stop seeing bees in the periphery of his vision until the following week. The bees inside the helmet presumably need some time to recover their numbers…

Helm of the Natural Commander

Base Cost 46,500gp: 2 Permanent (1/hour) 1st level effects 12,000gp each; Permanent (1/day) 3rd level esoteric effect 22,500gp. Apparent cost 200gp.

This brightly gleaming bronze elven helmet is adorned with nine silver arrows along its brow. Originally crafted for the warlords of Argollë, the helm lets its wearer adeptly use the signs of nature to aid in maneuvering his forces. The wearer gains instinctive familiarity with flora and fauna. By spending 1 turn and making a successful proficiency throw of 11+, he can detect any signs of unnatural wilderness danger, such as unusual quiet, atypical animal behavior, and so on, in the same manner as the Naturalism proficiency. His heightened awareness of the land and its creatures grants him a +1 bonus to his Strategic Ability, as he is able to infer the presence of ambuscade from the flight of birds, intuit the best path for a march from the types of nearby plants, and so on.

The wearer's observations of wild birds can even grant insight farther into the future, as the helmet enables a limited form of druidic auspicy. The auspices provide the wearer with a short piece of information concerning a specific goal, event, or activity of his choice that is to occur within one week, as per the spell *divination*. The auspices are disclosed through the direction, height, and behavior of the bird flight. Birds that circle repeatedly, land on the ground, or refuse to take off signal danger or misfortune; birds that fly off in different directions signal confusion, indecision, or uncertainty; birds that fly together at high altitude and velocity signal fortune, opportunity, and triumph; and so on. Any time the wearer encounters wild birds in the wilderness as a result of an encounter throw, he can spend a full-round action to take auspices. The Judge secretly makes an auspicy throw on his behalf with a target value of 4+, and then informs the wearer of what the auspices mean. If the throw succeeds, the wearer properly understood the omen, and the information will be true and useful. If the throw fails, the wearer misunderstood the auspices, and the information will be false and harmful. Any given bird can only be observed for auspicy once per day.

Helm of the Steel Brow

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 60gp.

This helmet is made of steel with a pronounced ridge above the head that makes raising the visor a slightly more complicated affair than it would be otherwise. The wearer feels a sense of comfort, as if he were wearing an entire fortress on his head. Whenever he makes a roll on the Mortal Wounds table, he receives a +2 bonus to the d20 roll, as though he wore a heavy helmet, but without its penalty to surprise rolls and Listening proficiency throws.

Helm of the Winged Sun

Base Cost 110,500gp: Permanent (1/day) *Perpetual Illumination* 3rd level esoteric effect 22,500gp; Permanent (1/hour) *Allure* 1st level effect 12,000gp; Permanent (1/3 turns) *Inspire Awe* 4th level effect 76,000gp. Apparent Value 4,000gp.

This glorious winged helm of pure gold was crafted on behalf of Exarch Cincanus, and was one of the most distinct pieces of the imperial regalia until lost to history during the Second Imperial Civil War. When donned it blazes with the golden light of the sun, its radiance as bright as full daylight within 30', as torchlight 30' further, and as dim light 30' beyond that, as the spell *perpetual illumination*. The helm inspires awe in those near the wearer: he gains a +1 bonus to reaction rolls to impress and intimidate others, and on a roll of 12+ they act as if **bewitched** while he wears the helm in their presence, as the Mystic Aura proficiency. (If already proficient in Mystic Aura, he gains an additional +1 to reaction rolls with Lawful creatures only.) In the hearts of the wicked the sight of the gleaming helm inspires an awful dread, acting as a **helm of awe**. Each evil creature that begins its initiative or moves within the area of the helm's brightest light (within 30') must make an Implements saving throw. If the save succeeds, the creature can act normally. If the save fails, the creature **falters** that round, suffering a -2 penalty to attack throws, proficiency throws, and saving throws against the wearer. For purposes of the helm's power, evil creatures include hostile creatures of an alignment other than the wearer's own, and inherently evil creatures such as undead and summoned creatures of Chaotic alignment.

> *Cincanus, made conspicuous by the golden wings of his blazing helm, was assailed on all sides by orcs and gnolls; yet he took no injury, for as the foes came near, they were filled with dread, and faltered.*
>
> Pluton, *Life of Cincanus*

Hidden Tent

Base Cost 25,000gp: 1/day 5th level effect. Apparent Value 3,000gp.

This tent is a work of art, its walls a wraparound tapestry depicting an entire Shebatean city. Standing 20' square and 20' tall at its roof's peak when assembled, the tent was fashioned as a place of respite. Once per day, a person standing at the front entrance of the tent can speak its command word to render the tent and its contents **invisible** to all outside eyes. The effect persists for as long as the residents of the tent remain peacefully within. Residents who exit the tent end the effect on themselves, becoming visible and unable to see the tent or its contents. Residents who attack from within the tent end the effect entirely. The effect will otherwise continue as long as the tent remains standing and stationary for up to 1 day. The drama *The Decline of the House of Wazir* documents the original use of a tent of this kind: first by a Shebatean ruler to house his command staff while at war; later by his son while hunting with favored courtiers; and finally on palace grounds by his grandson as a place to retreat from his harem's bickering.

High Throne of the Vantage

Base Cost 30,000gp: 1/day *Greater Clairvoyancy* 6th level effect. Apparent Value 30gp.

This wooden chair is of elven make, its redwood formed into shape over years without use of cutting tools. Elven lore holds that seats of this kind once dotted the Morningtide Mountains, a throne every hundred miles from one end of Northern Argollë to the other, though this claim is likely nothing more than self-aggrandizement. Regardless, by the end of the Bitter War it is well-documented that only one such throne was known to remain, situated at that time in the mountains north of Aodhan. To activate the throne's power, a user must seat himself upon the throne, grip its wooden arms, and firmly speak the name of a type of living creature along with a direction and distance up to 500 miles away. After 1 turn of concentration, he will see through the eyes of the nearest such creature to the specified area, as the spell *greater clairvoyancy*. The user can continue to look through the same target's eyes, or borrow a new target's eyes each turn he maintains concentration. Once concentration has broken, the chair cannot be used again until 1 day has passed.

Holy Talisman of the Winged Sun

Base Cost 174,000gp: 1/turn *Dispel Evil* 6th level esoteric effect 99,000gp; Permanent (1/hour) *Strength of Mind* 5th level effect 60,000gp; 1/ week *Restore Life and Limb* 5th level effect 15,000gp. Apparent Value 10,000gp.

This mythical relic was said to have been carried down from Mount Audarammas by Azendor, prophet of Ammonar, when the Laws of Light first returned to mankind. It was lost to history when Baal the Terrible sacked Aura, and remains much sought by the Temple of the Winged Sun. A creature of Lawful alignment who bears the talisman gains a +4 bonus to his Death, Implements, Paralysis, and Spells saving throws, as the spell *strength of mind*. If the bearer is also a divine spellcaster, he can use the talisman to cast *dispel evil* once per turn and to cast *restore life and limb* once per week.

Horn of Fallen Walls

Base Cost 30,000gp: 10 charges 6th level effect. Apparent Value 200gp.

This elephant-ivory horn is decorated with hairline gilding, the gold appearing as cracks on its surface. Blowing the horn at a structure (e.g. a bridge, cliff, tower, or wall) within 15' will obliterate it, dealing 250 structural damage to stone or 1,250 structural damage to wood, as the spell *sunder structure* but at range and requiring no attack throw. Horns of this kind are found with 1d10 charges remaining, finally splitting down their 'cracks' when the last charge is expended.

Horn of Horror

Base Cost 75,000gp: At-Will (concentration) 3rd level effect. Apparent Value 150gp.

This short horn is carved with a screaming face, the teeth around the rim carved into the ivory with such gruesome detail that it appears that skin has been pulled taut over the horn. The horn can be blown at will to produce a blood curdling wail that **frightens** all living creatures in a 60' long and 30' wide cone unless they succeed on a Paralysis saving throw. The effect is identical to that of the spell *cone of fear* except for its duration: The affected creatures remain frightened for as long as the blower continues to concentrate on blowing the horn; this exhausting exhalation can be sustained for no more than 5 rounds before the blower must take a breath and begin anew. Creatures unable to hear the horn's wail are **immune** to the effect.

Horn of Libations

Base Cost 57,500gp: 1/turn esoteric cantrip effect 3,300gp; 1/ hour (choice of any of 10 piltbier cantrips) total 0.525th level effect 4,200gp; 1/day choice of 6th level effect (Supreme Valiance), *Giant Strength* 4th level effect, *Locate Treasure* 4th level effect, *Cure Serious Injury* 4th level effect, *Energy Protection* 2nd level effect, or *Shimmer* 2nd level effect = effective 10th level effect 50,000gp. Apparent Value 300gp.

This slim ivory drinking horn has gold along its rim, its body engraved with a pot-bellied dwarf swallowing the sea. Once per turn, if a creature fills the horn with up to a pint of water and speaks the name of a drink, the horn will transmute the water into that drink. The horn can transmute water into any normal alcoholic beverage. It removes any poisons or contaminants in the water when it transmutes it, and will never transmute the water into anything more poisonous to the drinker in this manner than pure alcohol.

Once per hour, the horn will transmute its contents into any of the ten traditional piltbier brews (see ***By This Axe*** p. 228 for detailed rules on dwarven brews). Clubhead and deathcap beer thus transmuted are the only immediately harmful substances the horn can produce. Once per day in the same fashion, the horn can transmute its contents into a magical potion, as any one of the spells *cure serious injury*, *energy protection (fire)*, *giant strength*, *locate treasure*, *shimmer*, or a **potion of supreme valiance**. Any liquid produced by the horn changes back to water if spilled or poured out before drinking, though it remains clean.

Horn of Nargund

Base Cost 12,000gp: 1/week 4th level effect. Apparent Value 400gp.

This blackened minotaur horn is an instrument of Nargund, Chthonic god of hunting and predators. When blown, it produces a dreadful keening howl that carries on the wind. Once per week, by sounding the horn for an entire turn, the blower can call a pack of 2d4 **wolves** to serve him as hunting companions. Apart from the number of wolves called, the effect is identical to that of the spell *call of the wolf pack*. The wolves arrive from the nearest area in which wolves are native, and serve the blower loyally until slain, **dispelled**, or 1 day passes.

Horn of Sorrow

Base Cost 35,000gp: 1/day *Carnage* 5th level effect 25,000gp; 1/day *Cure Moderate Injury* 2nd level effect 10,000gp. Apparent Value 700gp.

The gruesome carving on this hollowed rhinoceros horn depicts the aftermath of a battle, the field strewn with the mangled bodies of men and beasts. When violently shaken, the horn becomes coated with fresh blood that drips from the engraved corpses. Once per day, when its bearer touches the bloodied horn to a wounded creature, the horn can heal 2d6 damage, as the spell *cure moderate injury*. When blown, the horn produces the guttural scream like a dying man. Once per day, when its bearer sounds a long blast from the horn, the horn can massacre up to 4d8 HD of humanoids of fewer than 2 HD within 225', as the spell *carnage*. Each target humanoid must make a Death saving throw. Those who fail the save are instantly slain. Those who succeed take 2d4 💀 damage and must immediately roll on the Savage Mortal Wounds table (applying only their CON and HD modifiers), suffering the corresponding Permanent Wound.

Horn of Stolen Breath

Base Cost 500gp: Single charge 1st level effect. Apparent Value 100gp.

This **cursed** horn has a mouthpiece and rim made of silver and an ivory body carved with a swirling wind. A person who attempts to blow the horn feels it stick fast to his lips and attempt to tear out the breath from his chest in a rush. The blower must make a Death saving throw. If the throw succeeds, he wrenches the horn free from his lips unharmed. If the save fails he begins **choking**, suffering 1d6 💀 damage and becoming unable to take any action or speak, although he can still defend himself. Each round on his initiative the choking user suffers an additional 1d6 damage and must make an additional Death saving throw, continuing to have his breath stolen until he succeeds on the saving throw or dies. The horn cracks apart once removed from the blower's lips.

Horn of the Eagles

Base Cost 25,000: 1/day 5th level effect. Apparent Value 200gp.

When this rune-carved ivory hunting horn is steadily blown for 1 turn, its high clear note calls 2d4 **giant raptors** (see ***ACKS II Monstrous Manual*** p. 258) to the aid of the horn-blower. The eagles will fly from the nearest 24-mile wilderness hex of mountains terrain, requiring 1d6 hours if called from within such a hex, or an additional hour per additional 24-mile hex between that hex and the wielder's location. If the wielder is unreachable upon the eagles' arrival (such as deep in a dungeon), they will circle the sky nearby. The eagles will understand the horn-blower's speech and will serve as his loyal friends and companions, acting as if they were the hornblower's henchmen. The eagles remain for 1 day before departing unless slain or **dispelled**. The horn can be blown once per day; if blown again when the eagles are about to depart, they will instead remain for another day. If the horn is ever blown by someone with malicious intentions for the eagles (such as to capture or kill them), it will instead emit only a wheezing gasp and no eagles will arrive.

Horn of the Wild Hunt

Base Cost 200,000gp: 1/6 chance of expending item with final use unsuccessful = 5 charges 7th level ritual effect 250,000gp; Single charge 7th level ritual drawback -50,000gp. Apparent Value 1,600gp.

This infamous smoke-grey auroch's horn is ringed with 7 bands of silver and crowned with a band of gold. Crafted by followers of Nargund in Southern Argollë, when blown steadily for 1 turn its haunting tone summons forth the **Wild Hunt** with a sudden unearthly wind: an incorporeal lord of the Wild Hunt mounted on a steed of tenebrous mist will gallop forth from nearby shadow or fog, with seven spectral wild huntsmen following (see ***ACKS II Monstrous Manual*** p. 334-335). When the Wild Hunt is summoned, the blower must task them to slay a target creature, stating their quarry aloud in any language he knows. The Wild Hunt will pursue their target until successful, 1 month elapses, or they themselves are **dispelled** or permanently destroyed, whichever comes first. However, the huntsmen resent protracted missions and complex tasks and will seize the opportunity to prey upon any creatures encountered in the course of their hunt. In lieu of assigning the Wild Hunt a particular target, the blower may instead command the huntsmen to hunt any creatures found in a designated outdoor location, with the hunt concluding in early success once the Wild Hunt has created 50 HD of haunts. The huntsmen will not attack those taking sanctuary upon holy ground or an elven fastness. The horn's power is fraught with risk: each use has a 1-in-6 chance of the horn splitting asunder after being blown, destroying it and causing the appearing Wild Hunt to instead claim the blower and any companions as their quarry. Blowing the horn more than once per week will automatically cause its destruction in this manner.

Horseshoes of Flight

Base Cost 76,000gp: Permanent (turn/level) *Flight* 3rd level effect or two *Leaping* 1st level effects = effective 4th level effect. Apparent Value 5gp.

Each of these four iron horseshoes is stamped with small marks resembling feathers. When a horse is shod with all four horseshoes, it can soar across the sky at a combat speed of 120' per round and an exploration speed of 360' per turn, as the spell *flight*. If a horse is shod with just two of the four horseshoes, it can leap 10' vertically and 30' horizontally from a standing start, and needs no rest when engaged in ordinary travel, as the spell *leaping*. The set can be evenly split between two horses so that both can benefit from this effect. However, unevenly splitting the set is disastrous; a poor horse forced to wear either one or three of the shoes becomes hopelessly unbalanced and finds it nearly impossible to walk at all.

Howdah of the Second Stand

Base Cost 12,000gp: 1/6 chance of expending item = 6 charges *Animate Undead* 4th level effect. Apparent Value 1,200gp.

This brightly painted war howdah, elaborately decorated with the temple motifs of Somirean gods, is imbued with powerful necromantic magic. If a living elephant carrying the howdah is slain, its mahout (driver) can choose to reanimate the elephant by touching his goad to the howdah. The elephant then rises from the dust to fight again as a 10 HD **elephant zombie**, as the spell *animate undead*, obeying the driver who animated it as if he were the caster of the spell. If the howdah is placed on the intact corpse of a dead elephant, the corpse will animate once all the howdah's straps have been fastened; in this case the elephant zombie will obey whoever strapped the howdah on.

Each use of the howdah has a 1-in-6 chance to extinguish its magical power, leaving its formerly colorful paint as grey as the hide of the elephant zombie below it. Elephant zombies created by the howdah crumble to dust after 1 day, unless anointed with ten vials of unholy water before that time so as to let them fulfill their duty indefinitely.

Howdahs of the second stand were widely used by the rajahs of Somirea for centuries until Xandrames destroyed the Chthonic temples in 283 IY and outlawed the practice of necromancy. Some of the howdahs were destroyed in Xandrames' purge, but most were sold or carried off by those less averse to dark magic.

Humble Hearth-Guard

Base Cost 3,000gp: Single charge *Home Ward* 6th level effect. Apparent Value 70gp.

This bronze sheep figurine is cast in a seated posture, its head raised and mouth open. If the figurine is placed near a fireplace inside a lodging, and a token amount of food is left in the figurine's mouth, the figurine will gently lay down into a resting position. So long as the figurine remains unmoved, it will protect an area of up to 10,000 cubic feet around it, following the structure's natural lines of architecture: for instance, it can protect a 20' square × 25' tall tower, a 33' square × 9' tall section of a villa, or so forth. The next incarnation to attempt to enter the warded area must succeed on an Implements saving throw or be **banished** back to its home plane, as the spell *home ward*. The figurine becomes non-magical if it is moved or its ward is triggered.

Idol of Blight

Base Cost 2,500gp: Single charge 5th level effect. Apparent Value 50gp.

This small lead idol depicts Galmorm, god of treachery, in the guise of a horned rat. Placing a morsel of food in the rat's mouth will cause the statue to melt into a misshapen pile of lumpy lead over the course of 1 turn. At the end of the turn, nine 2 HD **rat swarms** (see ***ACKS II Monstrous Manual*** p. 307) will be summoned, appearing within 30' of the lead remnants. If the creature who placed the food in the idol's mouth also held the idol and prayed to Galmorm continuously while it melted, the summoned rats are his to command; the summoner can give the swarms verbal orders when they arrive and thereafter as an action in lieu of moving any time the swarms are in line of sight. If the swarms outlive their usefulness, they can be dismissed at will at the start of the summoner's initiative. However, if the summoner lost his concentration during the turn, or if the idol was unwisely left to melt on its own, the rats will instead mindlessly destroy and consume all around them without concern for their own survival. The swarms will vanish when destroyed or **dispelled**, or otherwise after 12 hours.

Illusory Pigment

Base Cost 10,500gp: 6 charges choice of *Mirage* (5/2 =) 2.5th level effect or *Illusory Interior* 2nd level effect = 3.5th level effect. Apparent Value 5gp.

This shimmering runny pigment can be used to paint convincing illusions. By applying one ounce of pigment over the course of 1 round, the user can fill a 10' × 10' × 10' cube with illusory decor and furnishings, as the spell *illusory interior*. The illusion can be used to cover secret doors, conceal pit traps, disguise objects, or achieve any similar result a clever user can envision. However, the interior décor will not smell, sound, or feel as it should, so creatures that interact with it always receive an Implements saving throw to disbelieve it. By applying two ounces of pigment over the course of 1 turn, the user can make a structure or terrain feature of up to 480' diameter appear as another structure or feature of similar size, as the spell *mirage*. The illusion can make a tower into a hill, a grove of trees into a colonnade of columns, or other similar results. The affected area looks, sounds, smells, and feels exactly like its illusory form. Whether used to create an *illusory interior* or a *mirage*, the effect of the pigment lasts for 1 month, unless **dispelled** sooner. **Illusory pigment** is typically found in white pots containing 1d6 ounces of the magical paint, and usually accompanied by a fine (albeit nonmagical) brush.

Inexhaustible Flask

Base Cost 141,500gp: Permanent (1/turn) 5th level esoteric effect 125,000gp; 1/turn 1st level effect 16,500gp. Apparent Value 5,000gp.

This platinum flask is set with tiny blue diamonds forming a depiction of a bursting spring. The flask is full of an endless amount of clean water; when it is opened and held perfectly upside down the water flows out at five gallons per round. This water exists permanently and cannot be dispelled, similar to the spell *create water*. Up to once per turn the flask can be commanded to forcefully expel a spout of water 60' long and 5' wide. Those struck by the blast suffer 2d6 🔨 damage and are knocked **prone**; a successful Blast saving throw prevents the knockdown and halves the damage taken.

Inexorable Orb of Multifarious Incandescence

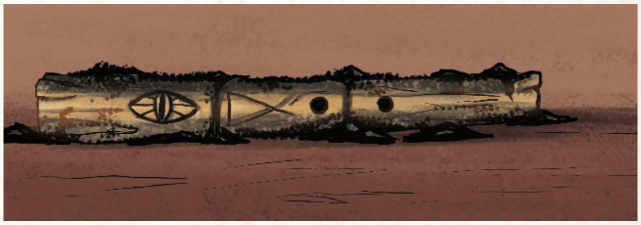
Base Cost 42,000gp: 21 charges 4th level effect. Apparent Value 100gp.

Slightly larger than a human eye, this bright green orb is formed of a strange material, its surface glossier than the brightest paint and harder than the strongest steel despite its negligible weight. The orb is marked with two features, which cause it to look like an eye: a wide segmented circular depression appearing like an iris, opposite a small raised oval appearing like its pupil. Pressing the oval until it is flush with the surface three times will cause the orb to emit a hideous shade of light in a cone 60' long and 30' wide from the segmented "iris". Creatures caught within the area of effect who are **beholding** the eye must succeed on an Implements saving throw or be **blinded**. Blinded creatures make an additional saving throw each round thereafter, regaining their sight on a success. An unused orb has 21 segments to its "iris", with two segments fusing together after each use until the ring is whole and the orb useless; an orb is found with 1d20+1 segments remaining.

Infernal Whistle

Base Cost 100,000gp: Single charge 8th level ritual effect. Apparent Value 20gp.

This bone whistle is carved with the eye of Iskara, the Mother of Monsters, and is wholly covered with a layer of soot that cannot be scoured off. If the whistle is blown, it produces no sound – or at least no sound audible to human ears; dogs and other creatures with acute hearing will become uneasy and anxious, as if hearing something frightful. If the whistle is blown steadily for 1 turn, it will at last produce a terrible cacophony of barking and baying, as it summons from the Elemental Sphere of Fire an enormous pack of 120 **lesser hellhounds** led by a single **greater hellhound** (see ***ACKS II Monstrous Manual*** p. 177–178). The 120 lesser hellhounds can form a powerful company-sized unit of troops in mass combat, and the greater hellhound qualifies to act as their commander. The hellhounds will obey the verbal orders of the whistle's blower obediently but not loyally; they are hateful, evil creatures who wish to see the world burn, and they will always interpret their orders so as to maximize the destruction they can inflict. The hellhounds vanish when destroyed or **dispelled**, or after 1 month passes. The whistle can be used only once, smoldering down to cinders after its magic has been expended.



Iron-Bound Book of Xisuthros

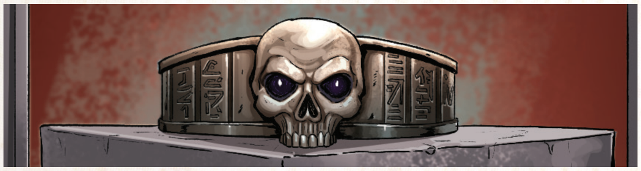
Base Cost 120,000gp: 1/turn *Contact Other Sphere* 5th level esoteric effect 82,500gp; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 2,000gp.

Written by the Chthonic priest Xisuthros a thousand years before the Auran Empire dawned, this heavy tome contains innumerable incantations and workings of complex spellcraft, with a focus on black magic and diabolism. The book was Xisuthros's life's work, with its final pages cut from his own flesh and inked with his own blood. His masterpiece consumed not merely his body but also his mind, a vestige of his soul bound within to serve as a conduit for the book's magic. The book can be read to gain access to otherworldly knowledge from entities of Chthonic Darkness, answering up to 4 questions with each turn of use as the spell *contact other sphere*. As with the spell, the user must make a Death saving throw after each answer; however, in lieu of gaining a Tampering with Mortality side effect on a failure, Xisuthros's remnant will gain a foothold in the user's mind. Once the vestige has seized hold, the user must make a saving throw each day versus Spells or fall under its control. The user's first saving throw against the vestige gains a +20 bonus, but each consecutive saving throw is one point less advantaged. When the user fails, he falls under the Judge's control for 1d10 hours, during which time the vestige will seek to advance its own depraved chthonic ends and to restore Xisuthros to life. The day after falling under control, the user resumes his saving throws with a +20 bonus. Each additional time the user fails the Death saving throw while using the book, his initial saving throw bonus after falling under control is reduced by 4. The vestige's malign presence can only be removed with ritual magic that would remove a tampering effect, such as a *wish* or *miracle*.

Iron Crown of the Sorcerer-Kings

Base Cost 222,000gp: Permanent (1/turn) *Trollblood* 6th level effect 150,000gp; Permanent (1/hour) *Necromantic Invulnerability* 6th level effect 72,000gp. Apparent Value 6,500gp.

This infamous regalia was created by Uragasi, first sorcerer-king of Zahar, conqueror of the Thrassians. It was worn by every reigning sorcerer-king thereafter until it was lost to history during the fall of Zahar. While the crown is worn, the wearer regenerates 3 hit points each round. If the wearer is reduced to 0 or fewer hit points, he immediately rolls 1d20 and 1d6 on the Mortal Wounds table, applying the usual modifier for hit points and Constitution, but applying a +11 bonus in lieu of the usual modifiers for Treatment and Timing. After the mortal wound (if any) is determined, the wearer is then immediately restored to 1 hp without any need for bed rest. Any limbs or body parts lost to mortal wounds will attempt to crawl or squirm back to the main portion of the body to reattach, and can be reattached instantly simply by being held to the stump. If severed limbs or parts are forcibly kept from reattaching, the lost limbs and parts, along with all other mortal wounds received while wearing the crown, will be restored when the wearer regenerates to full hit points. The wearer can only be actually killed if he is disintegrated, slain by necrotic damage, or slain while **helpless** by an unengaged combatant. The crown will never accidentally slip from a Chaotic wearer's brow, but it can be voluntarily removed, and it can be knocked from its wearer's brow with a successful Disarm special maneuver.



Iron Mask of Cyfaraun

Base Cost 128,500gp: Permanent (1/hour) 6th level effect 72,000gp; Permanent (1/hour) 6th level esoteric effect 72,000gp; Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; 2 Permanent (turn/level) 1st level drawbacks -19,000gp each. Apparent Value 4,000gp.

At the height of their corruption in Southern Argollë, the elves of ancient Cyfaraun forged five grand masks on an altar of profane darkness for the leaders of the ascendant Chthonic cults. With the overthrow of the Argollëan Empire by its Thrassian slaves, the fate of the masks is unknown. Each of these intimidating headpieces consists of a fully-enclosing iron faceplate and skullcap helm forged in the likeness of a gargoyle, skull, demon, serpent, or snarling wolf. The mask is a heavy and unwieldy 2 stone of encumbrance when carried or held; once donned it fuses tightly to the wearer's face and assumes a feather-weight lightness, removable only by the proper command word or by severing his neck. The mask shrouds its wearer in a powerful dweomer that renders him **immune** to all enchantment spells and effects. A person encased inside the mask maintains his normal senses and can see out to 60' in total darkness, as the spell *lightless vision*. He can breathe unhindered, the mask filtering out any harmful vapors and gases or deleterious effects that rely on smell, such as a *cloud of poison* spell, a fetid gas or poison vapor breath weapon, natural miasma, or the stench of a troglodyte. The mask is imbued with dark Chthonic power, and its wearer can sense a constant thrum of unholy whispering in his mind, imposing a -2 penalty to Listening throws and a -1 penalty to initiative and surprise rolls. The depraved ancient elven cult-magic emanates palpably from the mask when worn, giving the wearer a -4 penalty to all reaction rolls when dealing with Lawful beings and an immediate hostile reaction from Thrassians, lizardmen, troglodytes, and their ilk.

Jade Toad

Base Cost 2,400gp: Permanent (1/hour) cantrip effect. Apparent Value 150gp.

This white jade toad figurine is about 6" wide and tall, sculpted with a wide grin and a full belly. When the toad is in the presence of insects an observer will see flickers of movement and the toad momentarily licking its lips as insects disappear. Mundane insects cannot survive within 10' of the toad unless a barrier is between them and the figurine. An insect swarm will instinctively avoid the figurine's vicinity (despite taking negligible losses); giant insects or fantastic creatures of any kind are unaffected.

Jar of Eyeballs

Base Cost 14,000gp: 6 charges *Lightless Vision* 3rd level effect 9,000gp; 4 charges 2nd level effect 4,000gp; 2 charges *Discern Gist* 1st level effect 1,000gp. Apparent Value 5gp.

This glass jar is filled with eyeballs suspended in a noxious smelling liquid. Some of the eyes are from avians, typically eagles, hawks, or owls; others are from cats of various kinds; a few were cut from human heads. When the **jar of eyeballs** is found, it will usually contain 1d6 cat eyes, 1d4 bird eyes, and 1d2 human eyes. Each type of eye has a different magical effect when swallowed. Eating one of the cat eyes bestows *lightless vision* to a range of 60' for a day, as the spell. Eating one of the bird eyes grants the ability to see 8 times further than normal for 9 turns, reducing the penalty for missile attacks to -1 at medium range and -2 at long range. Eating one of the human eyes reveals the general meaning of written scripts for 2 turns, as the spell *discern gist*.

The eyes must be eaten fresh from the jar to have an effect, but the jar and fluid have no magic beyond that required to preserve the eyes. If fresh eyes are added to the jar, the fluid will preserve them, but not imbue them with magic. 1-in-6 jars have had 1d6, 1d4, and 1d2 inert eyes of the various sorts added to them, perhaps out of vain hope they will become enchanted, malicious desire to confuse would-be thieves, or simply perverse pleasure in preserving eyeballs. Drinking the fluid itself gives no magical effect and is not recommended; the drinker will vomit uncontrollably for 1 round unless he successfully makes a Death saving throw. The fluid evaporates in 1 turn after the final eye is removed. The fluid is not a potion and does not provoke miscibility rolls.

Jar of Troll Blood

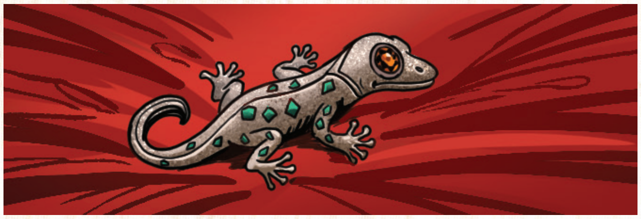
Base Cost 18,000gp: 1/week *Trollblood* 6th level effect. Apparent Value 100gp.

This glass jar is full of a thick viscous red fluid. Its glass lid is held on by a wire hinge, with bronze bands circling it one third and two thirds up its side. The contents of the jar are blood, magically created by a piece of a troll's heart tissue suspended on a glass spike attached at its bottom to the base of the jar. Quaffing the blood grants the drinker *trollblood*, as the spell. He regenerates 3 points of damage each round for 1 turn provided the damage was taken while the effect was active and wasn't caused by fire or acid damage. The jar gradually refills when emptied, as blood drips from the still-beating heart tissue. A week after being drunk, the jar will once again be full. However, adventurers who attempt to "milk" the heart regularly to build up a reservoir of trollblood will find such efforts in vain; if removed from the jar without being immediately consumed, the blood loses its magic potency after 1 round.

Jeweled Lizard

Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 100gp.

This small silver lizard-shaped brooch has citrine beads for eyes and small pieces of clouded green jade serving as scales. Once per turn, by stroking the lizard's head, the wearer can use the brooch to dowse for water. The lizard will wiggle in the direction of the largest body of potable water within 100'; however properly interpreting this vague guidance requires a successful proficiency throw of 4+, or 2+ if the interpreter has the Survival proficiency.



Kemeshi Battle Crescent

Base Cost 60,000gp: 1/day 1st level esoteric effect 5,000gp; Permanent (1/hour) *Deflect Ordinary Missiles* 3rd level effect 36,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 1,200gp.

This polished electrum crescent is engraved with hieroglyphs honoring Bel, the Chthonic god of war. Worn as a brooch or medallion, the battle crescent grants the favor of the war-god. Once per day, after making an attack throw, proficiency throw, or saving throw in combat, the wearer can choose to re-roll the throw, provided the result was not a natural 1. Mundane arrows and stones automatically miss the wearer, as the spell *deflect ordinary missiles*, while mundane damage dealt to him by other means is reduced by 1 point per die. Crescents such as these are prized among the warrior nobility of Kemesh; some of the most storied heirlooms have been in the same families for ten centuries, their origin dating back to the Zaharan Empire.

Key of Supplemental Storage

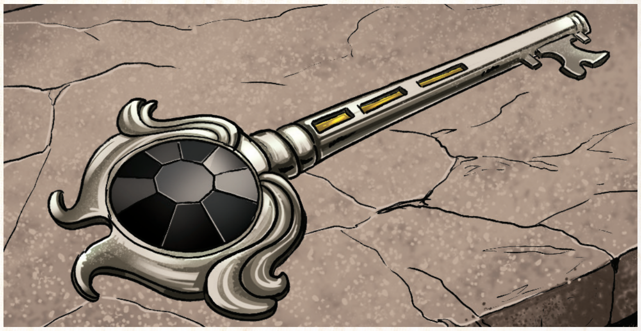
Base Cost 100,000gp: Permanent (1/turn) 4th level esoteric effect 100,000gp. Apparent Value 6,000gp.

This ornate platinum key has a large black sapphire centered in its bow and an overlapping pattern of inlaid gold rectangles running along its stem. To use the key, its owner must insert it into the lock on a door that is at least 2' wide on each side, built into a structure, and connected to an enclosed interior space. For example, the key could be inserted into the lock on a door from a bedroom into a closet or from a courtyard into a villa. However, the key could not be inserted into the lock on a door leading from a villa into a courtyard, nor on a door between open spaces, nor on the door of a large freestanding wardrobe. The key cannot be used on a door that doesn't have a lock at all. Once the key has been inserted into a door's lock, the door can be unlocked and opened. Inserting the key, unlocking the door, and opening the door collectively count as one combat action.

A door unlocked by the **key of supplemental storage** does not open to its normal destination. Instead, the door opens to reveal a 10' tall, 5' wide, and 3' deep extra-dimensional chamber accessible only by means of the key. Each key connects to its own extra-dimensional chamber. The chamber is always the same regardless of which door is used to access it, and whatever was placed into the chamber when it was last accessed will still be there when it is accessed again. The extra-dimensional chamber can hold any item that can fit through the door it is currently attached to. It remains accessible until the door is closed and the key is removed. However, the key cannot be removed until the door is closed, and the door cannot be closed if more than 100 stone of creatures or objects are in the extra-dimensional chamber.

Keys of this kind function much like a **bottomless bag** in capacity, but they trade portability for accessibility: the space is harder to access, yet easier to enter and conceal.

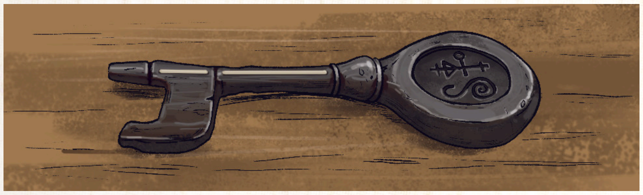
While a door is open to the extra-dimensional chamber, it will seem to be locked and closed to anyone on the door's natural far side. For instance, if the key is used to open a door leading into a villa, creatures inside the villa will perceive the villa's entrance as being closed and locked. If the door is forced open from its far side, the extra-dimensional chamber is effectively "turned inside out"; all of the contents of the chamber are ejected out the doorway as the key falls to the floor. Any item too large to fit through the current doorway is destroyed unless it makes a successful Blast saving throw. Any creature too large to fit is slain unless it makes a successful Death saving throw.



Key to Eternity

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 20gp.

This **cursed** iron key bears strange markings on its bow and a thin line of platinum running the length of the bit. The key will fit into the keyhole of any normal-sized door. When turned to unlock the door the key will glow with unearthly blue light. The user must succeed on an Implements saving throw or be consigned to **oblivion**, vanishing from the mortal world and never to be seen again. The destination of the victim is unknown, and unreachable by any normal means; a *wish* or *miracle* might rescue him but even this brings risk of complication (at the Judge's discretion). Whether the saving throw succeeds or not the key is thereafter non-magical, its bow blank and a shallow groove running along it where platinum once was. Some esoteric cults in the Sunset Kingdoms believe that **keys to eternity** are actually blessed, not cursed, items, holding that those who use them are reunited with the monadic source of all existence. Those rare few persons who have used such a key and later returned have been unable to explain the nature of their experience, leaving the question unsettled.



Keys to the Land of the Dead

Base Cost 650,000gp: 13 charges 7th level ritual effect. Apparent Value 4,000gp.

According to Thalosides' *Mythos*, the **keys to the land of the dead** were won from the hands of Dirgion by King Polythyros of Pireus, who bet his life, his soul, and his city on the roll of bones. The ouroboros-styled platinum keyring holds 13 keys, each likewise made of platinum and with an onyx medallion on their side. A key can be inserted into the earth and turned at the site of any burial or cenotaph to open a doorway through the land of the dead, revealing a route without risk of error to any location of the user's choice. The door closes after 1 round or when six people have passed through, whichever happens first. The underworld is not meant for the living, and each creature traveling by this means must make a Death saving throw. Those who succeed suffer a minor mishap on the Necromancy Mishaps table (see ***ACKS II Revised Rulebook*** p. 416), those who fail suffer a major mishap, and those who fail with a roll of a natural 1 suffer a catastrophic mishap. A mishap that would normally affect an embalming chamber instead occurs at the traveler's destination; a mishap that would result in an undead creature turning on its creator instead results in a hostile undead creature of the Judge's choice stalking after the traveler as he departs the underworld. The keyring is found with 4d4-3 keys able to be used; those already expended are reduced to stubs, their bits lost in the earth.

Kraken Harness

Base Cost 50,000gp: 2 Permanent (turn/level) 1st level effect 19,000gp each; Permanent (1/hour) 1st level effect (half of cat burglary proficiency) 12,000gp. Apparent Value 100gp, but obviously magical.

This sleek harness is cut from a pale white leather resembling the pallid flesh of deep sea creatures. The harness is adorned with dozens of small animate appendages that grab and curl around adjacent objects of their own accord. These appendages allow the wearer to ignore 1 stone's worth of equipment when calculating encumbrance. The harness also has two long squirming straps that move about like tentacles. These tentacles allow the wearer to hold torches or other objects while keeping his hands free; if not used to carry objects, the tentacles instead grant two attacks per round, each dealing 1d3-1 🔨 damage. Whenever the wearer attempts a Wrestling special maneuver, the tentacles will aid him by grabbing and pulling at the target in concert with his natural limbs. His penalty to attempt the maneuver is reduced by 2, and his opponent suffers a -2 penalty to his saving throw to resist the maneuver, as the Combat Trickery proficiency. The tentacles will likewise attempt to aid the wearer should he stumble while climbing. He automatically gains a second proficiency throw with a -4 penalty for the tentacles to arrest his fall and prevent any damage. The disturbingly alien motions of the harness's fleshy substance, independent of the wearer's own, impose a -2 penalty to reaction rolls except with creatures devoted to the Chthonic goddess Lammala, who holds the kraken as her sacred creature.

Laconic Oracle

Base Cost 50,000gp: 20 charges 5th level esoteric effect. Apparent Value 100gp per illustrated panel.

Each of the 20 vellum pages within this slim leather volume is segmented into three panels illuminated with gold ink. On most of the pages, the panels are empty; but on some, the panels are lavishly illustrated with painted depictions of events. Many of the events illustrated are immediately recognizable to characters with Loremastery or Knowledge (history) as historical happenings of great importance, but others are seemingly unremarkable or even petty affairs. Nowhere in the book does any text offer any explanation. However, if the book's bearer places his finger on a blank panel while speaking a yes-or-no question, the question will receive an answer in the form of a visual image in the panel touched. The answer remains visible thereafter, though readers must remember the corresponding questions themselves. Vague or open-ended questions will go unanswered, as will certain matters over which the gods themselves are struggling, in a manner similar to the spell *communion*. A typical volume has 3d20 unused panels remaining. Once all of the panels have been illustrated, the book becomes non-magical but highly valuable – the illuminated illustrations being literally divine art.

Lantern of Figments

Base Cost 7,000gp: 1/week *Phantasmal Figment* 2nd level effect 6,000gp, consume for 4th level effect 2,000/2 = 1,000gp. At 2 charges remaining **Base Cost 12,000gp:** add costs for difference between 1/week and 1/day 4,000gp and second charge 2,000/2 = 1,000gp. Apparent Value 50gp.

This hooded lantern has up to a pair (1d2) of fragile panes of colored glass set across its opening. Once per day by rotating the lenses while the lantern is lit, the user can cause it to project a visual illusion of his design filling a 20' × 20' × 20' space up to 360' away. The illusion persists for as long as he concentrates on manipulating the lenses and for 1 round thereafter, as the spell *phantasmal figment*. If the user breaks a lens when activating the lantern's magic, the illusion it produces can be up to 40' × 40' × 40' in size and will remain for a month, as the spell *perpetual figment* but with only a visual component. The lantern's magic can only be used once per week when it has been reduced to a single lens, and it can never be activated again after the second lens has been broken. Once the second greater illusion has been created and the lantern rendered useless, those illusions will end after 1 month has passed.

Lantern of Unveiling

Base Cost 72,000gp: Permanent (1/hour) 6th level effect. Apparent Value 20gp

This bronze lantern is marked on its base with a small engraving of an open eye. When the lantern is fueled with normal lamp oil and lit, all **invisible** things within 30' of it become visible. The location of things obscured by darkness, cover, and so on are not shown beyond what the mundane light of the lantern reveals.

Ledger of Life and Lesions

Base Cost 30,000gp: 30 charges 2nd level effect. Apparent Value 100gp.

The cover of this thin leather volume is stained a deep and uneven crimson. Each two-page spread is initially blank, an illuminated border of gold and purple the only ink on clean but aged vellum. The spreads can necromantically transfer life energy from one living creature to another. To use the book the recipient must sign one page while the donor signs the opposite, making a simple mark if illiterate; a quill or pencil forced into his hand will suffice if **helpless**. The victim suffers 1d6 💀 damage, with unwilling targets resisting half the damage on a successful Death saving throw, while the recipient is healed for twice the damage dealt. The ink of each signee blots out into an image, the recipient displayed in a dignified drawing of black ink while the donor's mark will transmute to the shade of his own dried blood in a wretched depiction of weakness. A **ledger of life and lesions** will have 3d10 spreads remaining blank and usable; pictures of past users may repeat, but victims typically only appear once.

Lens of Lost Ways

Base Cost 34,000gp: Permanent (turn/level) 1st level effect 19,000gp; 1/day *Scry* 4th level esoteric effect 20,000gp; 1/day drawback 1st level effect -5,000gp. Apparent Value 100gp.

Held in a silver frame, this 5" wide glass disc has a light green tint. Footprints and other tracks seen through the lens stand out as if faintly illuminated, effectively granting the user a rank of the Tracking proficiency. (See ***ACKS II Revised Rulebook*** p. 120 for tracking rules.) Once per day, by speaking the command "show me" in Common Auran while gazing at a recent set of tracks (made within the last day), the user can *scry* whatever creature made the tracks. The effect is as the spell, except that the tracks supply the familiarity needed for the user to *scry*, rather than knowledge of the target's appearance.

Lens of Revelation

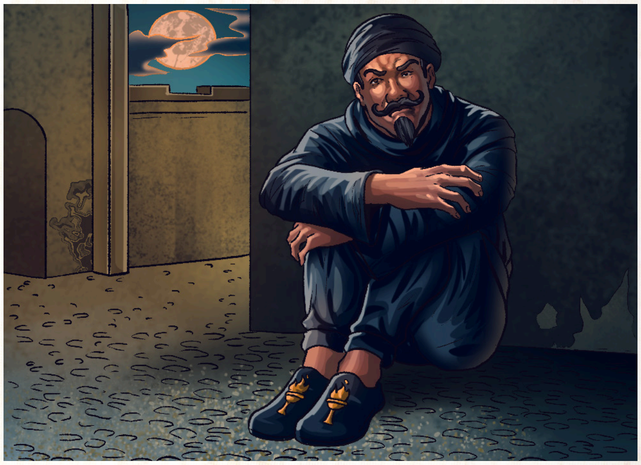
Base Cost 4,250gp: 1/week *Discern Magic* 1st level effect 3,000gp, consume for single charge *True Seeing* 5th level esoteric effect 2,500/2 = 1,250gp. At 2 charges remaining **Base Cost 7,750gp:** add costs for difference between 1/week and 1/day 2,000/ 2 = 1,000gp and second charge 2,500gp. At 3 charges remaining **Base Cost 12,000gp:** add costs for difference between 1/day and 1/hour 3,000gp and third charge 2,500/ 2 = 1,250gp. Apparent Value 100gp.

This circular-cut transparent stone has a silvered edge with minute Elvish writing etched along it: "to reveal some for all time, or to reveal all for some time". Any person looking through the lens and commanding it in Elvish to "reveal some" will be able to *discern magic* for 2 turns, as the spell. Ordering the lens to instead "reveal all" will instead reveal the world through the lens for 1 turn and 9 rounds as the spell *true seeing*. Each use of *true seeing* diminishes the power of the lens, wearing away at the etching. A newly-crafted lens can be used to *discern magic* once per hour; after a single use of *true seeing* it functions once per day, after a second use it functions once per week, and after a third use the etching becomes unreadable and no magic whatsoever will remain in the lens. A found lens has 1d3 higher uses remaining.

Lightless Slippers

Base Cost 16,000gp: 1/hour 2nd level effect. Apparent Value 50gp.

These black leather slippers each carry a depiction of a blazing torch embroidered in gold thread. While in total darkness, the embroidered torches produce a slight but discernible heat; the wearer may cover the torches at this time to slip through shadows to another location within 360', as the spell *arcane shift* but only to a destination that is also completely lightless (whether naturally, or due to a *tenebrosity* spell or similar effect). Unlike the spell *arcane shift*, the slippers cannot send the wearer to a destination chosen by line of sight; the wearer must instead specify the intended destination aloud by direction and distance. If the destination would place the wearer into another creature or object, or into a lit area, the slippers will activate but remain in place. They can be used once per hour, the embroidered torches regaining their lightless heat at the reverse speed and intensity of a normal lit torch burning down to embers.



Lipstick of Amphibification

Base Cost 9,000gp: 6 charges 3rd level effect. Apparent Value 20gp.

This wax-based lipstick is light green, with a waxy finish and honey-like scent. With the lipstick applied to her lips the user can turn the next living humanoid creature she kisses into a **toad**. The victim must succeed on an Implements saving throw or be transformed, gaining all physical characteristics of a toad (Small size, AC 1, MV 20' land/swim) but retaining his own mental abilities and hit points. As an attack throw must be made to kiss an unwilling target, it is best used against targets disinclined to resist the user's affections. Even if unsuccessful (the kiss landing on clothing or the like), an attempted kiss expends the lipstick's magic. Due to the immediate and obvious nature of the effect, this is not a subtle tool in the manner that **lipstick of ensnarement** is, instead serving to reduce isolated victims to a form easily held captive or lost in the wilderness without having broken any promises made regarding harm or violence. The transformation persists for a month, with no stain of lipstick left on the victim's skin; it otherwise ends when **dispelled**, when the victim is slain, or when the victim is kissed by a young woman with CHA equal to or higher than that of the lipstick's wearer. After a kiss the user's lips will remain colored but be non-magical until further lipstick is applied; the lipstick will otherwise dry out and lose its effect in 1d6+6 turns. Lipstick of this kind is found with 1d6 applications remaining.

Lipstick of Ensnarement

Base Cost 6,000gp: 6 charges 2nd level effect. Apparent Value 20gp.

This wax-based lipstick is blood red, with a slight shimmer visible under candlelight. With the lipstick applied to her lips the user can **bewitch** the next creature she kisses. A target of 2 HD or more resists the effect on a successful Implements saving throw, receiving a +5 bonus if being attacked by the wearer or her allies. An attack throw must be made to kiss an unwilling target, making the lipstick best used against targets disinclined to resist the user's affections. Even if unsuccessful (the kiss landing on clothing or the like), an attempted kiss expends the lipstick's magic. The bewitchment lasts for a month or until **dispelled**. It will also immediately end should the mark left by the lipstick be removed. (A clever user might account for this by having their victim don a helmet to cover a kiss on the face, kissing on the neck so the mark is hidden by a collar, or otherwise attempting subtlety in the placement of their mark.) The lipstick will dry out and lose its magic in 1d6+6 turns if not used beforehand. Lipstick of this kind is typically found in a small jar with 1d6 applications remaining.

Lipstick of Farewells

Base Cost 12,000gp: 6 charges *Poison* 4th level effect. Apparent Value 20gp.

This wax-based lipstick is black, with a glossy finish and sickly-sweet scent. With the lipstick applied to her lips the user can kill the next living creature she kisses, as the spell *poison*. The victim must succeed on a Death saving throw or instantly die. As an attack throw must be made to kiss an unwilling target, it is best used against targets disinclined to resist the user's affections. Once the lipstick's application has been disturbed by an attempted kiss, her kiss remains poisonous for 6 further rounds, or until discharged. Due to the immediate and obvious nature of the effect, this lipstick is not a subtle tool in the manner that **lipstick of ensnarement** is, instead serving as a form of last-ditch weapon or serving to eliminate targets that have been manipulated by other means into places where their fate will not be quickly discovered. The lipstick will dry out and lose its magic in 1d6+6 turns if not used beforehand. Lipstick of this kind is typically found in a small jar with 1d6 applications remaining.

Litter of the Resplendent Prince

Base Cost 144,000gp: 2 Permanent (1/hour) 6th level effects 72,000gp each. Apparent Value 10,000gp.

This huge palanquin was created for a crown prince Farhad of Celdorea, so that His Majesty could travel the city of Zidium without his feet touching the same cobblestones as common men. Made to be carried by a dozen well-bodied servants, the 10' long, 6' wide, 6' tall carriage is mounted on a pair of poles 30' long, with purple curtains hanging from an artfully carved cedar frame. At the center of the litter lies a reclining couch, its surface a green velvet the color of the prince's eyes and its stuffing the down feathers of a roc. Smaller seats for two other honored passengers lie forward of the couch, with space for three servants to stand respectfully. Ill-advised rabble wishing for their own deaths might throw rocks or rotten food at even the greatest of high princes, but any such offense attempted against the occupants of the palanquin, the men carrying it, or the carriage itself will be fended away, as the spell *deflect ordinary missiles*. Should insult be made, the occupant of the royal couch has immediate recourse at hand: he can simply rise and command all to kneel. Any living creature of 2 or fewer HD within 15' who is not already loyal to him (carrying or serving on the palanquin) hearing this command is automatically **dominated** and compelled to prostrate himself upon the ground; those of higher hit dice are able to resist the effect with a successful Implements saving throw, and those with 5 HD or more are never affected. Anyone who starts his initiative or comes within 15' in following rounds is similarly affected, until the royal couch's occupant is again seated. Those who succeed on the saving throw are **immune** to the effect for 6 turns. The compulsion lasts as long as the subjects remain within 15' of the palanquin and for 6 turns after it has left, the majesty of the litter's occupant leaving a lasting impression on mere men.

Lizardskin Altar

Base Cost 287,500gp: 1/3 turns 6th level esoteric effect 75,000gp; 1/3 turns *Quest* 6th level esoteric effect 75,000gp; 1/3 turns *Body Swap* 6th level effect 75,000gp; 1/3 turns *Dispel Magic* 3rd level effect 37,500gp; 1/3 turns *Halt Humanoids* 2nd level effect 25,000gp. Apparent Value 10,000gp.

In the waning centuries of the Thrassian Empire, its monstrous people dwindled in strength and number. Hoping to forestall their doom, the Thrassian tyrant Nin-ĝir created a foul altar that, by the blackest magic, could restore their numbers. As the opportunity for creating new uncorrupted Thrassians by anything but ritual magic had long passed, the altar was made to reconstitute ancient Thrassian remains and infuse them with the vigor and sapience of their Zaharan servants. Ironically, it was an errant revelation of their intended fate that catalyzed the Zaharans into revolting against their Thrassian masters, overthrowing and destroying the cold-blooded race in 1075 BE. The altar itself was secreted away by Thrassian priests during the final days of the conflict, and most likely lies buried in some lost desert vault.

Sculpted from green marble, the 2' by 6' altar-top weighs 50 stone. Its surface is cut to appear as lizard-hide, and in any light but that of the sun it appears to ripple as if breathing. The altar has five powers, each capable of being used once per 3 turns by a user standing at its head. The user can *halt humanoids* as the spell by pointing at his targets while giving the command, allowing the subjects of its other powers to be more easily handled and bound. He can assign a binding magical injunction to a creature stretched upon the altar, as the spell *quest*. The skeleton of a living creature placed on the altar can be restored to life, its skin and sinew stitched together from thin air as blood flows from the marble below into this new vessel; however, any sapient adult creature restored to life in this way will be an empty-headed brute (INT 3, WIL 3, CHA 3). The altar can exchange the physical forms of two living targets of man-size or smaller, as the spell *body swap*. Lastly, the user can have it *dispel magic*; the altar can dispel its own magic without error.

In typical use, Thrassian priests would put a Zaharan servant on the altar back to back with a Thrassian skeleton recovered from a tomb or battlefield. Such Zaharans were ideally unusually loyal or magically coerced, but as a guarantee were bound by a *quest* spell to serve their Thrassian superiors and to act as a Thrassian should, kept **paralyzed** until the *quest* was successfully imposed upon them. After restoring the Thrassian corpse to life as a dull, but virile, brute, this form was exchanged with that of the Zaharan. The Zaharan body, containing the brute mind, would be slain with a dagger, and then the *body swap* spell **dispelled**. On a successful Death saving throw, the Zaharan's mind would remain in its new Thrassian body, permanently transformed. In the event of a failure, Thrassian acolytes would carefully slaughter and deflesh the now-mindless Thrassian body, beginning the process anew after a process of ritual purification and the procuring of a new Zaharan candidate for mental transplant.

Locket of Warding

Base Cost 5,000gp: Permanent (1/turn) cantrip effect. Apparent Value 5gp.

The village wisdom of Rorn extols the power of flowers for repelling horrors of the night. Mothers give their children a sprig of wolfsbane during the full moon to protect against werewolves, put rings of holly under their pillows to keep them from being swapped with changelings, hang poppies to ward their home from restless spirits, and so on. While the efficacy of these folk practices vary, hedge wizards and even true sorcerers often fashion protective amulets in the same tradition. These keepsakes are traditionally made from a dried flower or other significant plant held in a small bronze or silver locket and suspended on a thin chain. Each locket is made to ward against a particular type of creature and each contains a corresponding sprig of the appropriate protective plant. Creatures of that sort attempting to touch the bearer must succeed on an Implements saving throw or recoil. This protection does not apply against any creatures that the bearer has attacked in the current encounter: every Rornish peasantwife knows that flowers only protect the innocent.

1D6	PLANT	WARDED ENEMY
1–2	Wolfsbane	Lycanthropes, Hags, and other Shapeshifters
3–4	Poppy	Undead
5–6	Holly (berries and leaves)	Faeries and Nymphs

Lodestone of Lairfinding

Base Cost 15,000gp: 1/week *Lay of the Land* 5th level effect. Apparent Value 15gp.

This small piece of magnetic stone is carved with the Nicean word for "lair". Small objects of iron, such as nails or chain links, act strangely around such stones. Once per week, by placing the lodestone in a basin of water and concentrating, the user can detect nearby lairs within 3 miles by the direction of the stone's point, as the spell *lay of the land*. The Judge should make a Searching proficiency throw on behalf of the user after three turns of concentration. The target value for the throw is 4+, or 2+ if the caster has Land Surveying proficiency. If the throw succeeds, the user learns the direction and approximate distance to the nearest unrevealed lair, with the direction revealed by the orientation of the lodestone, and the distance revealed by the relative distance from the edge of the basin. The user can continue searching with the lodestone for other lairs if desired. If the throw fails, the effect immediately ends. The throw automatically fails if there are no lairs in range, or if all lairs within range have been revealed by the lodestone. Because the roll is made in secret by the Judge, the user cannot be certain whether the spell has ended because of chance or because there are no more lairs to find. Some sages at the Tower of Knowledge believe that lodestones such as these could be utilized for navigation even without magic, but so far their heterodox claims have fallen on deaf ears – or, at least, ears too distracted by arcane incantations to listen.

Lucky Prayer Beads

Base Cost 10,000gp: Permanent (1/turn) choice of 5 cantrip effects = effective 0.4th level. Apparent Value 60gp.

This string of prayer beads is sectioned at even intervals with five small jade figurines. By rubbing one figurine in the palm of his hand while uttering a short prayer, the holder can grant himself a bit of good fortune. He thereafter gains a +1 bonus on saving throws in one category corresponding to the figurine chosen. A full set of prayer beads contains figurines of a medusa head, a spider, a dragon, a man, and a harpy, corresponding respectively to the saving throw categories of Paralysis, Death, Blast, Implements, and Spells. The bonus lasts until the bearer drops the beads or uses a later action to select a different figurine and bonus. The luck imbued in the prayer beads cannot be parceled out; any figurines separated from the string lose their enchantment.

Lyre of the Lullaby

Base Cost 1,200gp: 3/day not more than 1/hour (periodic with cooldown) cantrip effect. Apparent Value 100gp.

This lyre appears as a well-fashioned music instrument, made with a tortoise shell chest painted with scenes of hearth and home. Each lyre has a particular lullaby that triggers its magical effects. By strumming the lyre while singing the controlling lullaby, the lyrist can cause a nearby living creature of less than 1 HD to fall into a peaceful, dreamless **slumber**. The target must be close enough to touch, although neither actual physical contact nor an attack throw is required. An unwilling target can make a Paralysis saving throw to resist the effect. The lyrist must remain stationary and concentrate on singing the lullaby while strumming the lyre. The effect ends when the lyrist stops singing and strumming or otherwise loses concentration. However, a willing subject of the effect will not necessarily wake up if he was otherwise tired or in need of rest. Such lyres are most commonly found in the homes of wealthy patricians, used to help agitated, ill, or sleepless children get some rest. The magical effects of the lyre can be used three times per day (but not more than once per hour), though the lyre itself can be safely used as an ordinary music instrument at all other times. Using the lyre does not require Performance proficiency, but if the lyrist has one or more ranks in that proficiency, the target will suffer a -1 penalty to its saving throw per rank.

Magic Carpet

Base Cost 76,000gp: Permanent (turn/level) *Magic Carpet* 4th level effect. Apparent Value 3,000gp.

This 9' square carpet is artfully woven from vivid royal purple threads. A person sitting on the carpet and pulling at its tassels as reins will cause it to rise into the air, flying as the spell *magic carpet*. Steering the magic carpet is easier than riding a horse, and does not require Driving or Riding proficiency. If no passenger is carried, or only one man-sized passenger, the carpet can move with a combat speed of 100' per round or an exploration speed of 300' per turn. If two or three man-sized passengers are carried, the carpet can move with a combat speed of 80' and 60' per round or an exploration speed of 240' and 180' per turn, respectively. No more than three man-sized creatures, or a total of 60 stone, can be carried on the carpet. The carpet can hover in place at any altitude. The pilot cannot cast spells while the magic carpet is moving, but can cast spells if the carpet is hovering. Passengers capable of casting spells can do so from the carpet provided they remain stationary on the carpet. The carpet is immune to area of effect attacks or spells, but creatures on the carpet are affected by them normally. If a creature on the carpet takes bludgeoning or seismic damage, it must make a Paralysis saving throw, remaining in place if successful but falling off the carpet if the save fails. If the carpet is itself the target of an attack, treat it as having an AC of 0 and a number of hit points equal to the pilot's.

Magic Compass

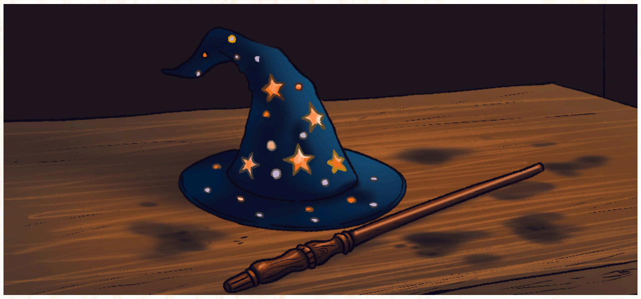
Base Cost 600gp: 1/week cantrip effect. Apparent Value 20gp.

This small brass compass bears no markings of cardinal direction, merely a suspended point of dull metal. Once per week, by spinning the compass about its string for 1 turn, the bearer can use the compass to determine the direction and approximate distance to a familiar or clearly envisioned object. If such an object exists within 45' of the user, the compass will point to it for 1 round after the turn has completed. However, the compass's power can be blocked by a thin layer of lead or gold, and it cannot locate creatures, except indirectly.

Magician's Hat

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 50gp.

This dark blue pointed arcanist's cap is over 1' tall, with stars embroidered in gold and silver thread. The wearer gains a dabbler's insight into the arcane. He can use wands, staffs, and other magic items only usable by arcane spellcasters, as the Arcane Dabbling proficiency. This insight is intuitive rather than learned: the wearer does not have to know the commands to activate the items, but must make a proficiency throw of 4+ each time he attempts to use one, with potentially disastrous consequences if he fails (Judge's discretion). If the wearer is already proficient in Arcane Dabbling, he becomes recklessly confident in his "skills"; he succeeds on a proficiency throw of 2+ but any failures are twice as disastrous.



Mantle of Flame

Base Cost 2,000gp: Single charge *Flesh to Ash* 4th level effect. Apparent Value 250gp.

This short red cloak is marvelously embroidered with golden thread, its edges bearing a delightful geometric pattern of stars and circles. The splendid mantle is unfortunately **cursed** to burst into flames when worn, agonizingly incinerating any wearer of less than 9 HD unless he succeeds on a Death saving throw, as the spell *flesh to ash*. Should he be slain in this manner, all that will remain is a pile of his belongings on the ground where he stood. If the saving throw was successful the mantle is simply rendered non-magical, its threads bearing a light charring. The Rornish queen Deiresa famously fell victim to such a cloak: a slighted witch disguised as one of the queen's handmaidens presented the mantle as a gift, then escaped in the form of a raven as the queen burned to death in full view of the royal court.

Mantle of the Wild

Base Cost 18,750gp: Permanent (1/day) 5th level esoteric effect 37,500gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -18,750gp. Apparent Value 90gp.

This heavy fur cloak is fashioned from a black bearskin, the bear's forepaws serving as ties to fasten the cloak about the wearer's shoulders. The wearer feels kinship with the wild animals that roam the wilderness beyond the walled cities of men, gaining all of the benefits of the Beast Friendship proficiency. He can identify flora and fauna with a proficiency throw of 11+. He can understand the vocalizations and body language of birds and beasts, counts as proficient for purposes of handling trained animals, gains +2 to all reaction rolls when encountering normal animals and can take animals as henchmen. (If the wearer already has the Beast Friendship proficiency, he can identify flora and fauna with a throw of 7+ and can take one more henchman than his Charisma would otherwise permit, as long as at least one is an animal.) However, the wearer reeks of the scent of the wild, which causes a -4 penalty on his reaction rolls with 0th level humans. The wearer can temporarily remove the **mantle of the wild** without losing the loyalty of his animal companions, but each full day that passes in which he does not wear the mantle counts as a calamity for any henchmen recruited with it. The stench, unfortunately, lingers for a week after the mantle is removed.

Manual of the Master Machinist

Base Cost 170,500gp: Permanent (1/day) 5th level esoteric effect (personal automaton) 37,500gp; 8 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 500gp.

This great tome is bound in the finest mountain goat leather, its pages filled with detailed formulae, spreadsheets, and diagrams of mechanical creations, written in golden ink. These magically-transcribed notes compile the life's work and genius of one of the most revolutionary dwarven machinists, Davin Hazar, remembered for his automatons of staggering size. The manual was kept in his reliquary within a grand machinist library, until the vault was lost to a horrible experimental mushroom farming incident, its location now forgotten to all but a few.

The magic imbued in the manual helps a dwarven machinist reader discern how to use the book's array of technical data to speed assessment and labor in a practical manner. By referencing the manual, he gains a +2 bonus on proficiency throws to build, design, and repair automatons, and increases his construction rate by 10%, as two ranks in the Mechanical Engineering proficiency. If he inspects an automaton for 1 turn, he can assess its HD and special abilities on a successful proficiency throw of 11+. He can repair damaged automatons as though he were two class levels higher and can attempt hasty repairs, as the Jury-Rigging proficiency.

The manual contains a wealth of specialized construction techniques that can be applied towards the process of designing and building automatons, granting its reader the Inventing and Tinkering proficiencies, and two ranks in the Scavenging proficiency. This reduces his base labor and material costs to design and build automatons by 20%, and allows him to design and build automatons as if two class levels higher. Furthermore, he may design, build, and maintain a second personal automaton for as long as he retains access to the manual. However, Davin Hazar's revolutionary thinking is thoroughly incorporated into the book, and using the manual to help design or construct an automaton is impossible without engaging in mechanical experimentation. The manual contains a number of secrets to aid its reader in such pushing of the limits of machinery: the reader may experiment as if he were two class levels higher for the purposes of level requirements, and only risks automatic failure on an unmodified roll of 1-2, as the Experimenting proficiency. While most of the book is useful only to dwarven machinists, spellcasters can also benefit from this to enhance their own experimental research.

The book's unusual techniques require its reader to continually reference it throughout the course of a project to be used properly, and it must be constantly flipped through to follow page references back and forth; only one person may usefully benefit from the manual's insights at a time.

Marvelous Dwarven Mechanism

Base Cost 53,000gp: Permanent (turn/level) 1st level effect (tools and chain) 19,000gp; 1/day 1st level effect (levitation) 5,000gp; 1/hour choice of 2nd level effect (locate metals), *Gale of Wind* 2nd level effect, *Illumination* 1st level esoteric effect, *Seal Portal* 1st level esoteric effect, *Slickness* 1st level effect, or 1st level effect (rope) = effective 3.625th level esoteric effect 29,000gp. Apparent Value 1,500gp.

This device is a metal rod 4' long and 1.5" thick, one end terminating in a hollow tube and the other a solid cap. In between is a conglomeration of overlapping and interwoven plates, buttons, dials and knobs of gold, silver, steel, and bronze, somehow through marvelous craftsmanship appearing as a congruous whole. Though the contraption is silent when not in use, anyone holding it can feel subtle vibrations, as if mechanisms within are constantly rotating and ratcheting into place. Originally crafted by the dwarven smith Barin Bronzegear for the Highborn dwarf Nared Uoret to personally inspect his mines, the **marvelous dwarven mechanism** has since passed through the hands of a number of adventurers and explorers who found it equally useful for their own purposes. By careful working of its buttons, knobs, and dials, the implement can produce any of the following effects, though only one at a time:

- Be reconfigured into either a shovel, pick, saw, prybar, or sledgehammer, the tool head emerging from the solid end of the rod and the balance changing to suit.
- Produce a small flame from the tube end, emitting illumination and heat as a torch for 6 turns.
- Emit a great blast of air from the tube end, as the spell *gale of wind*.
- Chime when pointed at metal within 90', as a **wand of metal location** usable for 3 turns at a time.
- Release a spray of lubricating oil from the tube end, as the spell *slickness*.
- Be gently extended up to 10' and locked into place, supporting up to 200 stone of weight when locked or firmly holding shut a door, gate, or window for 2d6 turns, as the spell *seal portal*.
- Unwind the entire center of the rod into 50' of fine metal chain, functioning in most respects as sturdy rope. With the rod so configured, an identical set of buttons on each remaining end can direct it to move on its own power for up to 4 turns.
- Levitate itself and anything attached to it (up to 200 st.) vertically 20' per round for up to 1 turn, an increasingly urgent buzzing being felt in the rod toward the end of the duration.

The rod can be changed between the various tool or chain configurations at will. After using either the flame, wind, metal detection, oil, extension lock, or chain animation ability, the user must wait 6 turns before using any of those abilities again. The levitation functions only once per day but is not constrained by use of the other abilities.

Marvelous Shaving Razor

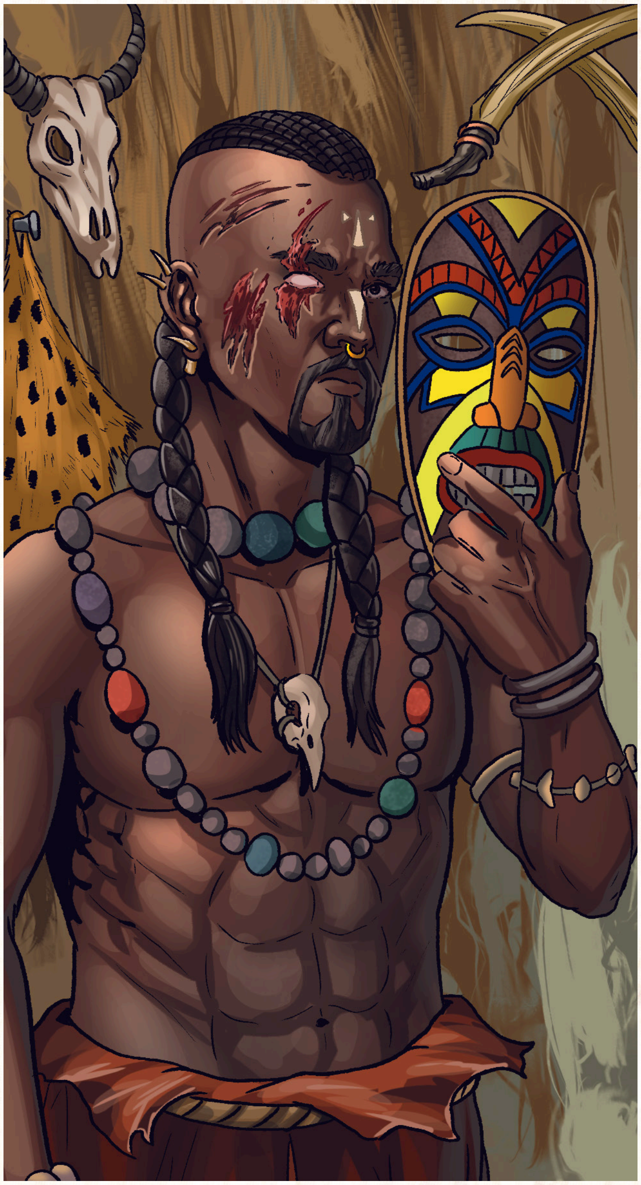
Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 50gp.

This bronze-bladed straight razor has a silver handle seemingly made of half a dozen tiny hands. Upon command, the razor floats slowly into the air to trim and groom the nearest person's hair and beard, as if an invisible barber were at work. The process can be interrupted at any time with another command word, or by bumping or grabbing the razor. If uninterrupted, the shave and haircut takes 1 turn and will be of journeyman barber quality. The animating force behind the razor lacks creativity, and will always trim back hair growth evenly across its target's body. Claims that these razors were invented by the Argollëans as a diabolical means of torturing dwarven war prisoners during the Bitter War are almost certainly baseless slander. It is more likely they were created to assist adventurers left perpetually hirsute from the side effects of tampering with mortality.

Mask of Feral Mouths

Base Cost 38,000gp: Permanent (turn/level) *Skinchange* 3rd level effect 57,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 30gp.

The front of this oak mask is painted in bright colors, suggesting at the same time the plumage of a songbird and the bright skin of certain lizards. The inside surface of the mask is marked by an uncountable multitude of teeth, fangs, beaks, and mandibles. The wearer can change into the form of any animal at will, as the spell *skinchange*. On returning to human form the mask's many mouths animate and bite at his face; he suffers 1d6 damage and must succeed on a Death saving throw or suffer minor scarring, as the Mortal Wound (3 minor scars equals one notable scar).



Mask of the Basilisk

Base Cost 300,000gp: 2 Permanent (1/turn) 6th level esoteric effects 150,000gp each. Apparent Value 350gp.

This infamous mask of petrified wood is carved with a hideous reptilian visage, and held fast to its wearer's head by an attached hood of basilisk hide. By staring unblinkingly for several seconds, the wearer can direct a petrifying gaze in a cone 60' long and 30' wide in front of himself. Each creature within the cone who is **beholding** the wearer must make a Paralysis saving throw; creatures who fail are instantly **petrified**. The effect cannot be **dispelled** or **lifted** – only the spell *depetrification* can return a petrified creature to living flesh. A creature using a mirror to see the wearer is **immune** to the mask's effect but suffers a -2 penalty to attack throws, and cannot use a shield, second weapon, or two handed weapon.

Mask of the Catoblepas

Base Cost 150,000gp: Permanent (1/turn) 6th level effect 150,000gp. Apparent Value 1,000gp.

This infamous mask is constructed from brown and black hide drawn over a yew frame set with a pair of horns. It could be mistaken for a mask of a musk ox were it not for its eyes, a pair of brilliant blood-red rubies that lend it the horrid bloodshot visage of a catoblepas. By forcefully speaking the word "die", the wearer can cause the rubies to gleam the monster's **murderous gaze** in a cone 60' long and 30' wide in front of himself. Each creature within the cone who is **beholding** the wearer must succeed on a Death saving throw or be instantly slain.

Mask of the Depths

Base Cost 33,750gp: Permanent (1/day) *Water Breathing* 3rd level effect 22,500gp; Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; Permanent (1/day) drawback 1.5th level effect -11,250gp. Apparent Value 40gp.

This mask consists of a driftwood frame supporting a pair of bulbous glass lenses over the eyes and secured to the head by thick straps of sharkskin. The wearer can breathe underwater freely, as the spell *water breathing*. He is able to explore and navigate the depths even when beneath the sun's reach: while underwater he gains *lightless vision* to a range of 60', as the spell.

Master Key

Base Cost 1,000gp: Single charge *Magic Lock* 2nd level esoteric effect. Apparent Value 5gp.

This iron key is marked on the bow with a five-pointed star. When touched to a chest, door, gate, portcullis or other portal, the key creates a *magic lock* as the spell. The bearer can open and close the locked portal simply by touching the key to it, and an arcane spellcaster of 6th level or higher can freely open or close the portal even without the key, but all others find the portal or object securely closed. The effect lasts until either it is **dispelled**, the key is broken, or a month elapses. Each key functions only on the first portal it is used to secure, and becomes inert once its magic expires.

Medallion of Discerning Invisibility

Base Cost 24,000gp: Permanent (1/hour) *Discern Invisible* 2nd level effect. Apparent Value 200gp.

Set in a thin gold frame hanging from a gold chain, half this disc of translucent green glass is etched with an open eye, the unetched half of the eye left undepicted and unseen. The wearer can *discern invisible* as the spell, with invisible creatures or objects within line of sight and 90' visible to him as translucent green shapes.

Medallion of Whispers

Base Cost 57,000gp: 3 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 100gp.

Set on a thin chain, this silver medallion appears to be a featureless disc, until held at an oblique angle to reveal the crescent of Istreus, god of secrets. The wearer can readily catch murmurs of privileged information, with the medallion letting him engage in Listening with a 9+ proficiency throw; if otherwise proficient he instead gains a +6 bonus to his Listening proficiency throws. This enhanced hearing gives him a +1 bonus to avoid surprise and doubles his normal range of earshot (see ***ACKS II Revised Rulebook*** p. 266). If the targets of his eavesdropping are out of earshot, the wearer can follow their conversions by sight, as if he were proficient in Lip Reading; if already proficient in Lip Reading, the wearer gains a +4 bonus to proficiency throws to lip read.

Mermaid's Tear

Base Cost 3,000gp: Single charge choice of 4th level esoteric effect or 4th level effect = effective 6th level esoteric effect. Apparent Value 5gp.

These pieces of tear-shaped tumbled white sea glass are typically hung on a thin length of silver or gold chain. They are most often found among the seafarers of the Syrnasos; the famed pirate admiral Armatus Malescus himself is said to have possessed no less than five such stones and to have used all within a single year to survive a series of harrowing sea encounters. When caught in adverse weather, the wearer can save himself and his ship by gripping the stone, standing still, and concentrating on a sense of stillness. For as long as he does so, the weather will be calm within 240 yards of him, even in the midst of a raging hurricane. When he ceases concentration or moves, the stone dissolves into seawater. Should it be too late for the wearer to save his ship or if he is cast overboard, he can instead place the pendant's stone in his mouth. The stone then dissolves into warm salt water; swallowing this grants the wearer the ability to swim at a combat speed of 20' per round and an exploration speed of 60', as the spell *swimming*, but lasting for a full day.

Mesmerizing Moneybag

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 33gp.

This small leather pouch is full of coins, the string that ties it shut bound with a wax seal. The seal bears no identifiable mark, though it somewhat resembles those used by Celdorean moneychangers. The seal itself has no magical qualities and is simply there to preserve the magic of the coins within. When the bearer of the moneybag unseals it and places one, some, or all of the 100 coins within on a nearby surface (ground, table, etc.), the coins can exert a fascinating effect on sapient living creatures within 30' that **behold** them. Up to 24 HD of such creatures can be affected; those with lower HD are affected first. Creatures with less than 2 HD are affected with no saving throw, while other creatures can resist the effect with a successful Implements saving throw. Venturers, and other creatures with Bribery proficiency, suffer a -4 penalty on the save. The affected creatures are **mesmerized** by the coins. If the coins are within reach, they will attempt to stack and sort them; if not in reach, they will simply count their number. They cannot otherwise attack, cast spells, move, or speak, but can still defend themselves. The creatures will remain fascinated with the coins for 1 turn or until an unaffected creature removes them from view, whichever happens first. The **mesmerizing moneybag** can only be used once, no matter how many coins remain – hence the seals. After use, it is merely a mundane pouch and the coins merely a mix of gold, silver, and copper pieces with a total value of 33gp.

Mirror of Nemesis

Base Cost 2,500gp: Single charge *Phantasmal Horror* 5th level effect. Apparent Value 100gp, but will likely trigger on appraisal.

This **cursed** mirror is made from a flat sheet of highly-polished bronze, typically kept covered by a scarlet cloth. The first living creature within 45' of the mirror that makes eye contact with its reflection will see it appearing as a horrific double which seems to leap through the mirror's surface and attack it. The reflection is visible only to the creature, **immune** to all attacks, and attacks each round with a 4 HD monster's attack throw, as the spell *phantasmal horror*. The creature can make an Implements saving throw to disbelieve it at the start of its initiative, but if the creature fails, the reflection continues attacking until it slays its target by landing a single successful blow, is **dispelled**, or has been evaded for 9 rounds. The mirror is subsequently left non-magical. The Judge should roll d6 for the style of mirror (1-2, circular hand mirror 1' diameter; 3-4, wall mirror 2' × 3'; 5-6, standing mirror 3' × 6').

Mirror of Secondhand Sight

Base Cost 16,500gp: 2/day not more than 1/hour (periodic with cooldown) *Clairvoyancy* 3rd level effect. Apparent Value 80gp.

This hand mirror has a bronze frame with a pair of eyes painted on the backside that appear the same shade as those of the observer. The bearer can activate the mirror by gazing intently into it from the position exactly opposite the painted eyes. The mirror's surface will then begin to reveal the sights in another area through the eyes of a living target in that area, as the spell *clairvoyancy*. The mirror can be used twice per day (but not more than once per hour), with one of its painted eyes on the back closing after each use.

Mirror of the Sun

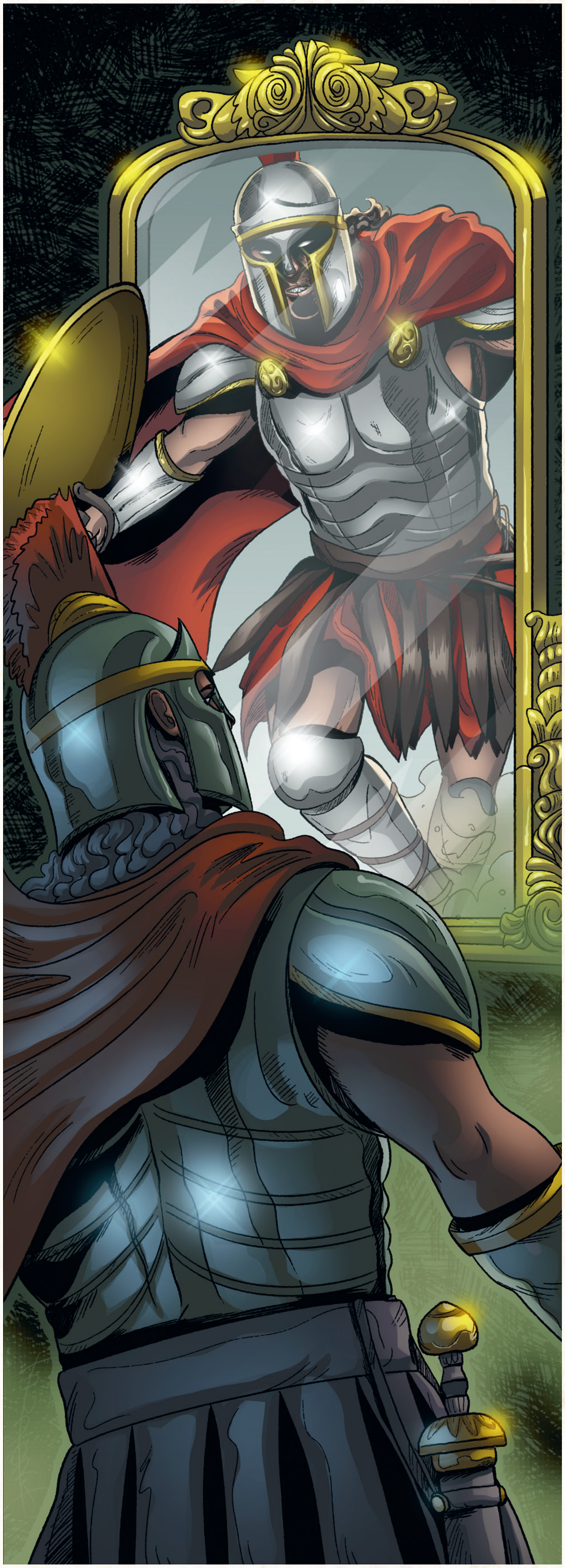
Base Cost 10,000gp: 1/day *Sunflare* 2nd level effect. Apparent Value 200gp.

This small round mirror is framed within a golden disc half again its diameter, the wavy lines etched in the disc suggesting the radiance of the sun. Once per day, when standing in direct sunlight, the bearer of the mirror can activate its power by speaking the command word "glory" in Classical Auran while using it to reflect light towards a point within 180'. A column of sunfire 40' in height and 20' in diameter will descend down onto the designated point. Each creature in the area of effect suffers 3d6 ☥🔥 damage, or half that damage with a successful Blast saving throw. Undead creatures in the area suffer double damage. After it is used, the mirror becomes darkened and blurred temporarily, regaining its lustrous clarity again on the following dawn.

Mirrors of Translocation

Base Cost 12,000gp: 3/day not more than 1/hour (periodic with cooldown) 2nd level effect. If Greater, **Base Cost 30,000gp:** 3/day not more than 1/hour (periodic with cooldown) 5th level effect. Apparent Value 300gp or 600gp per pair.

These mirrors are always found in pairs, 5' tall ovals mounted in stands of maple which allow them to be rotated up and down. The mirrors themselves have decorated iron frames, one mirror in each set with gold-leaf scroll patterns and its partner matching with electrum-leaf. When the mirrors are within 360' of each other, a creature touching either mirror will feel a slight vibration, as if the looking glass were trembling. If the creature speaks the mirror's command phrase while touching it, that creature is immediately teleported to an equivalent position in front of the other mirror.



Each pair of mirrors allows one-way transit thrice per day, up to one transit per hour. The mirrors' vibrations grow fainter with each day's use, returning at full strength the following day.

2-in-6 of these mirrors are **greater mirrors of translocation**, distinguishable because the pair is embellished with gold and platinum rather than gold and electrum. Such mirrors allow four creatures to transit at a time. All creatures transiting must have their reflection visible within the mirror, and must be in contact with the mirror or another creature touching it to be affected. If more than four creatures are in contact then the Judge should randomly determine which creatures transit from among those eligible. Unwilling creatures can resist the travel on a successful Implements saving throw.

Necklace of Acclimatization

Base Cost 72,000gp: Permanent (1/hour) 6th level esoteric effect. Apparent Value 600gp.

The platinum medallion that hangs from this gold-wire necklace is engraved with an image of a titan blowing away a cloud with a mighty breath. The necklace cleanses the air its wearer breathes, protecting him from harmful or noxious vapors. He is **immune** to damage or negative effects caused by breathing in any sort of fumes, such as a *cloud of poison* spell, a fetid gas or poison vapor breath weapon, natural miasma, the rank scent of a troglodyte, and so on.

Necklace of Fickle Beauty

Base Cost 9,500gp: Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) drawback 1st level effect -12,000 to max half cost = -9,500gp. Apparent Value 150gp.

The front of this onyx pendant is carved in the shape of a rose, petals coated in gold foil. Examination of the rear of the pendant will reveal that it is not carved from a single precious stone but arranged from the remains of one, shattered and broken onyx held together by veins of gold in a manner more typically used in pottery. Necklaces of this kind are crafted by priestesses of Nasga to offer the goddess's worshippers the beauty and pain they deserve. The wearer finds imperfections subtly removed from her appearance, as the chthonic witch's **bedazzling glamour**. She receives a +1 bonus to all reaction rolls (this bonus does not stack with the Mystic Aura proficiency). Though she ages normally, she suffers no age-related penalty to CHA while wearing the necklace. Any penalties to reaction rolls due to scarring, other permanent wounds, or side effects such as those of Tampering with Mortality are ignored. The wearer suffers for her beauty, however, as the pendant inflicts a -2 penalty on all her saving throws. This necklace is just to die for!

Necklace of Naphtha

Base Cost 6,000gp: 12 Charges 2nd level effect 12,000gp; 12 charges drawback 1st level effect -6,000gp. Apparent Value 300gp.

This gold chain has orbs of red glass roughly the size of chicken eggs dangling from it. When pulled free from the chain, each orb can be thrown up to 90', exploding in a 20' diameter blast of alchemical flame where it lands. Each creature within the blast suffers 3d10 🔥 damage and is engulfed in burning alchemical naphtha; a successful Blast saving throw prevents half the damage and prevents it being engulfed. A creature engulfed in burning naphtha suffers an additional 1d8 🔥 damage at the start of its initiative each round. At the end of its initiative each round, it makes a Blast saving throw; once successful, the naphtha sputters out and the creature takes no further damage. The alchemical naphtha cannot be put out by immersion in water, but a counterspell can extinguish it on one creature or object and a *dispel magic* can **dispel** the entire fire.

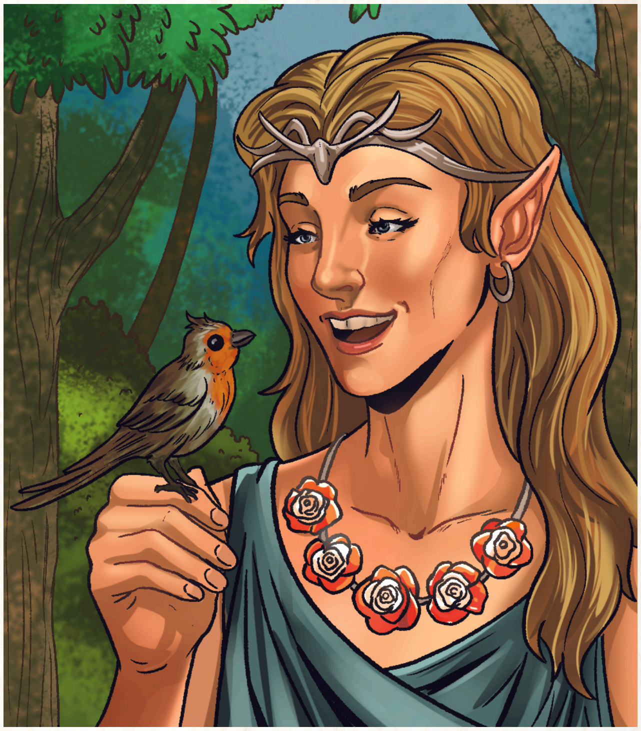
Throwing an orb requires the thrower to make an attack throw against AC 0 after designating his target point of impact. If the throw succeeds, the blast is centered upon the target point. If the throw fails with an unmodified roll of 1, he fumbles and drops the orb, which explodes at his feet. On any other result, the center of the blast scatters by 1d3 × 20' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point. If the wearer foolishly attempts to throw the entire necklace of orbs at once, the resulting imbalance causes it to tumble to the ground within just 15', scattering by 1d3 × 5' from the target point.

The orbs are easily triggered by intense external heat. Should a person with one or more of the orbs on him be damaged by extraordinary fire damage, he must make a Blast saving throw. A failed save indicates that the orbs are ruptured, exploding immediately for their normal effect. **Necklaces of naphtha** are typically found with 2d6 orbs remaining… or as molten slag in a burned-out room.

Necklace of the Sylvan Princess

Base Cost 48,000gp: 1/hour 6th level effect. Apparent Value 1,200gp.

This lovely necklace is fashioned as a string of snow-white roses carved from white jade and set along a thin chain of platinum. The first such necklace is said to have been crafted by a hag, driven green with envy over the accord with nature possessed by the sylvan witch who was her rival. By singing aloud, once per hour the wearer can **bewitch** all animals within earshot (45' radius) into being her beloved friends and trusted comrades. Animals of less than 2 HD are automatically affected. Animals with 2 HD or more can resist the bewitchment on a successful Implements saving throw; they receive a +5 bonus to this throw if threatened by the wearer or her allies, but a -1 penalty for each rank of the Performance (singing) proficiency the wearer possesses. The bewitchment persists for 6 turns or until **dispelled**. If the wearer maltreats animals under her sway they will be hostile once freed, but they may remain neutral or friendly if treated kindly (Judge's discretion).



Necromantic Mirror

Base Cost 117,000gp: 1/turn *Animate Undead* 4th level effect 66,000gp; 1/turn 3rd level esoteric effect 49,500gp; Permanent (1/day) cantrip effect 1,500gp. Apparent Value 6,000gp, but obviously magical.

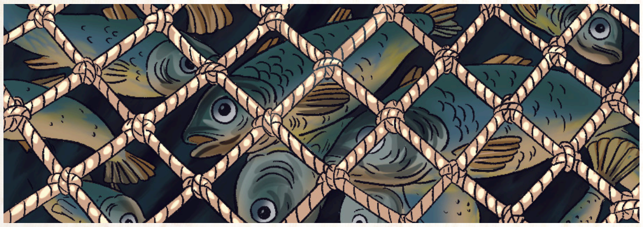
This 6' tall mirror is made of polished black metal, mounted in a frame of writhing silver serpents set with black opals. A person inspecting his reflection in it will find that he ages by about a week each time he blinks. Hair, beard, and nail growth will be visible after a few blinks; deepening lines of age after 15 minutes; decrepitude, death, and decay after perhaps an hour. The same temporal acceleration applies to anything else viewed in the mirror – other creatures will age; plants will wilt and die; wood paneling will warp and rot; and with sufficiently long viewing, even stone walls will crack, crumble, and collapse. The disturbing display of time's inexorable progression resets any time something leaves the mirror's reflection and reenters. The effect is merely a morbid illusion designed to allow the mirror's user to reflect on the inevitability of death; it does not reliably predict the course of future events.

For those willing to view death, the mirror offers other powers. A user who views dead creatures in the mirror can make them his servants: once per turn, by speaking the appropriate command word, the user of the mirror can animate the bones or bodies of one or more target corpses he sees and touches, creating up to 14 HD of undead skeletons or zombies as the spell *animate undead*. The mirror's dour views can also be replaced by those seen from dead sockets. With concentration, a person gazing into the mirror can specify either a point in space in a given direction and distance, up to 360' away, targeting the closest undead creature, or specify a certain undead creature within 360' and line of sight. The target does not receive a saving throw and is unaware that it is being used. This borrowed sight lasts as long as the user concentrates. The mirror can be used to borrow the sight of a new undead target each turn, in the same way as the spell *clairvoyancy*. When in a **sinkhole of evil**, the range of this power expands to allow the potential surveillance of any part of the sinkhole occupied by undead.

Net of Plenty

Base Cost 25,000gp: 1/day *Create Food* 5th level esoteric effect. Apparent Value 10gp.

This net is made of sturdy white rope, never fraying or discoloring and always smelling of the sea. When the net is lowered into a natural body water for the first time each day, it immediately begins to attract fish and other small aquatic creatures into its snares, eventually filling up over 1 turn with 300 lbs of seafood – enough to sustain one platoon of 15 cavalry and mounts or one company of 120 infantry for 1 day. The fish are edible even if eaten raw and can sustain even ruminants and other herbivores if necessary. The **net of plenty** will always find edible marine critters in even the unlikeliest of watering holes, with fish emerging from e.g. behind the rocks in a shallow desert oasis or the cracks in an underground pool. However, the further the net is from the sea when it is used, the worse the fish it catches will taste.



Oar of Lammala

Base Cost 61,500gp: 3/day not more than 1/hour (periodic with cooldown) choice of 6th level effect, *Level Water* 6th level esoteric effect, or *Capsizing Wave* 5th level effect = effective 10.25th level effect. Apparent Value 30gp.

This 8' long cedar oar is marked at the base of its handle with a small carving of a crab surrounded by spiraling waters. Crafted by priests of Lammala, goddess of primordial waters, the oar is enchanted with some of her maritime majesty. Thrice per day (but not more than once per hour), by dipping the oar into a body of water and uttering a prayer to Lammala, the bearer of the oar can call upon her power.

With each use, the oar bearer can choose one of three effects. Pressing the flat of the oar against the water's surface during his prayer allows him to *level water*, reducing a body of water's depth, creating a whirlpool, or halting a water elemental, as the spell. Alternatively, with a flick of the oar towards a target vessel within 225' he can summon a *capsizing wave* to smash it, as the spell. Finally, with a lazy stirring of the oar he can call 1d4 **giant squid** (see ***ACKS II Monstrous Manual*** p. 296) to serve him. Giant squid are only found in the ocean, so to use this effect the oar bearer must be in an ocean hex or a hex bordering the ocean. The called squid will arrive after 4d6 turns, either coming alongside the user's vessel or as close to shore as they can come without beaching. The squid will serve him as faithful companions, understanding and loyally following his orders. The squid remain until slain, **dispelled**, or 1 day passes, though an additional use of the oar can cause them to remain for another day.

Ocean's Due

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 5gp.

This large platinum coin is coated in a layer of clear wax twice again as thick as the metal; its faces depict a sailing ship in fair weather on one side, and the same ship in violent waters on the reverse. Scraping the wax clear and dropping the coin into saltwater from the deck of a ship will cause the waters immediately under the ship in question to swallow it and its contents whole; the captain or helmsman of an unwilling ship can steer free of the abyss on a successful Seafaring proficiency throw based on the vessel speed (see ***ACKS II Revised Rulebook*** p. 202). Other nearby ships and creatures are unaffected, no matter how close. The sea will release the vessel just as violently 1 turn later… somewhere else. If the person who dropped the coin makes a successful Navigation throw of 11+, the vessel emerges at any spot he desires upon the oceans or salty seas; if the throw fails it appears 1d6 × 20 miles off course, beaching if appropriate. If the navigation throw fails on an unmodified roll of 1, or no destination was intended, the ship is lost at sea entirely, liable to emerge at any spot on the oceans or seas regardless of intended destination, at the Judge's discretion.

Oozing Gospel of Kaleth

Base Cost 30,000gp: 1/week *Summon Ooze* 5th level effect 15,000gp; 1/week *Contact Other Sphere* 5th level esoteric effect 15,000gp. Apparent Value 100gp.

The original gospel of the chaotic god Kaleth was not written nor dictated, but rather grown, thin sheets of mushroom flesh bound together with ooze and stained with spots of mold for ink. Over the ages the gospel has been translated into a number of tongues, and on rare occasion a patriarch of Kaleth's hidden church has ensorcelled a copy with powers close enough to the grotesque original to demonstrate his god's power: this is one such book. Bound in grey-green leather, this codex smells of damp and forgotten places no matter how well it is stored.

The structure of the gospel's contents could be charitably described as eclectic. Most chapters can be read simultaneously as histories, parables, and prophecies; the names of people and places form anagrams and other codes; the ink changes color slightly over time, as if different strains of mold are growing and dying out. The resulting silent emphasis in the text can be studied, allowing the reader to inquire into the hidden nature of the world, as the spell *contact other sphere* once per week (contacting the Chthonic Sphere). One of the relatively stable encodings in the gospel is a map of sorts, seeming to depict Kaleth's domain and its residents. Once per week, by repeating the name of a location shown in Kaleth's domain for 1 turn, the reader can summon one of the oozes residing there, as the spell *summon ooze*. The creature that appears will always bear strange and uneven coloration, as if the creature was meant to be seen by the light of different fires and different stars. As with the spell, an ooze with no remaining orders or with physically impossible orders will move to consume the nearest target edible to it, but it will under no circumstances harm the gospel.

Orb of False Visions

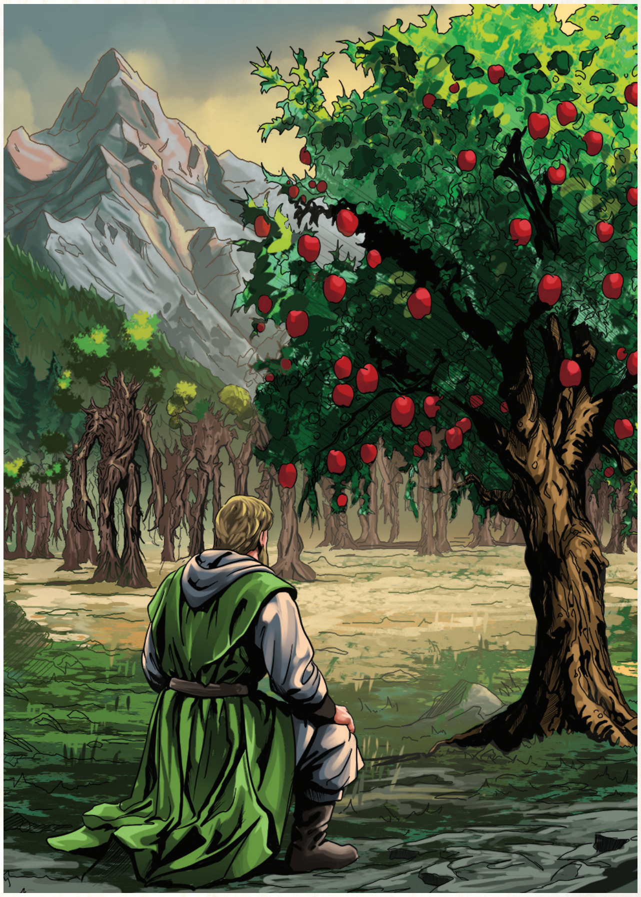
Base Cost 6,000gp: 3/day not more than 1/hour (periodic with cooldown) 1st level effect. Apparent Value 600gp.

This **cursed** ball of glass is a false **crystal ball**. When the orb is consulted, it will display a clear, vivid, and completely illusory scene, one derived from the viewer's imagination rather than from the true state of the person or place being "scryed." In general, the false visions will show what the viewer wishes were true. For instance, if the viewer were besieged in his stronghold and awaiting rescue from an allied army, scrying the army would show it on the march to save him, even if in actuality it was loitering in camp or routed in defeat. If the viewer has no clear preference, the orb will simply present plausible confabulations. The Judge can devise illusory answers to such inquiries as he sees fit. As with a true crystal ball, the orb cannot be successfully consulted more than once per hour and thrice per day. However, a viewer familiar with genuine crystal balls or capable of casting the *scry* spell might be able to deduce the false nature of the visions if he scries a subject with which he has but passing familiarity, as the image shown will be of high clarity even though they should be vague and fuzzy.

Orchard Sapling

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 5gp.

This apple sapling's root ball is held in canvas bound with twine, embroidered with thanks to the earth for nourishing trees and to the trees for guarding the earth. If a character plants the root ball in soil and spends 1 turn offering prayers of gratitude, the sapling will grow into a small apple tree, eventually blossoming with fruit on the last round. When the tree bears fruit, it will call 20 **treeherders** (see ***ACKS II Monstrous Manual*** p. 315) to the miraculous scene. The treeherders will arrive in 1d6 turns if the tree is planted in an unsettled forested area; otherwise they will arrive in 1d6 hours per 6-mile hex that must be traveled from the nearest unsettled forest. The treeherders will loyally and faithfully serve the planter of the tree as if they were his henchmen for up to 1 day, thereafter returning to their own crops. Treeherders have the lifespans of great trees and consequently act with caution and prudence at all times; they will wisely depart after any encounter in which the group has lost 1/2 or more of its total hit points. They will also depart immediately if the tree that called them is cut down or otherwise destroyed.



Pack of the Mule

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 20gp.

This leather pack has padded shoulder straps with brass clasps wrought in the shape of braying, overloaded mules. Goods are more easily loaded into the pack and are more easily carried. The pack and its contents weigh 2 less stone of encumbrance than normal (minimum 1/6 stone), and the pack holds 2 stone more than a typical pack of its size. 50% of such packs are found as rucksacks (holding up to 4 stone while weighing only 2 stone when full); the other 50% are found as backpacks (holding up to 6 stone while weighing only 4 stone when full).

Pack of the Smuggler

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 20gp.

This leather backpack is plain and unobtrusive; its only adornment, a silver medallion fashioned after a cat's smiling face, is stitched inside its top flap. Whatever is placed within the pack is concealed from examination by sight, smell, and even touch. Regardless of its actual contents, the pack will always seem to be loaded with a random assortment of mundane goods and equipment of an amount appropriate to the pack's actual weight. The illusion ceases to protect items once they are removed from the bag, but it is otherwise permanent and cannot be **dispelled**. The illusion makes it difficult to quickly grab items from the pack. A person who takes an action in lieu of movement to retrieve a specific item has a 2-in-6 chance of grabbing the wrong item; if he takes a full round action, he has a 1-in-6 chance of grabbing the wrong thing. Dumping the entire pack out is the only way to reliably sort through the contents.

Panoply of the Imperial Warmistress

This legendary set of items was created for Zeodarë I, the first woman acclaimed Tarkaun, by the Temple of the Winged Sun in gratitude for her rebuilding the Golden Temple on Mount Audarammas. The panoply was lost centuries later during the widespread looting of the Second Imperial Civil War, and its whereabouts remain unknown. The panoply consists of a pair of bracers, a pair of boots, a corselet, and a diadem, described below. 1d4 pieces of the panoply are found together at a time.

Bracers of the Imperial Warmistress: Base Cost 85,750gp: Permanent (1/hour) *Deflect Ordinary Missiles* 3rd level effect 36,000gp; Permanent (1/hour) *Divine Protection* 3rd level effect 36,000gp; fractional set powers 13,750gp. Apparent Value 3,000gp.

These shining orichalcum bracers will repel mundane missile attacks from the wearer, other than those made with silver weapons, as the spell *deflect ordinary missiles*. The wearer also gains a +2 bonus to AC and saving throws, as the spell *divine protection*. Both bracers must be worn for the magic to be effective.

Boots of the Imperial Warmistress: Base Cost 146,750gp: 6 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (1/3 turns) *Leaping* 1st level effect 19,000gp; fractional set powers 13,750gp. Apparent Value 50gp.

The wearer of these strappy red leather boots moves with fluid grace and agility. She gains a +2 bonus to AC and initiative, as well as a +2 bonus to attack throws with medium or smaller melee and thrown weapons. She may spring up to 10' high and to a distance of 30', gains a +8 bonus on Acrobatics throws, and need not rest if engaged in ordinary movement, as the spell *leaping*. Both boots must be worn for the magic to be effective.

Corselet of the Imperial Warmistress: Base Cost 142,750gp: +5 AC bonus 105,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp; fractional set powers 13,750gp. Apparent Value 4,500gp.

This body-hugging corselet is crafted of thick crimson samite and ornamented with a gleaming orichalcum eagle. Its wearer gains a +5 bonus to AC, as though wearing **bracers of armor**. She is also **resistant** to cold damage and effects, as the spell *energy protection*. The corselet's bonus to AC does not stack with armor, but stacks with other bonuses or penalties to AC (including from DEX, the use of a shield, class powers, other spells, a **ring of protection**, and so on).

Diadem of the Imperial Warmistress: Base Cost 113,750gp: 4 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (1/hour) *Allure* 1st level effect 12,000gp; Permanent (1/hour) 1st level effect 12,000gp; fractional set powers 13,750gp. Apparent Value 7,000gp.

This ornamental headband is forged of bright orichalcum and set with a ruby sun. Its wearer is granted a bold, commanding presence. She gains a +1 bonus to domain morale, to henchmen loyalty, to henchmen and troop morale while she leads them, and to reaction rolls to impress and intimidate. If she obtains a reaction roll of 12 or more, the subjects act as if **bewitched** while in her presence, as the Mystic Aura proficiency. The wearer is able to hire one more henchman than normally permitted. She is **immune** to normal and magical fear effects, and can apply her CHA modifier instead of her STR modifier to her damage rolls when attacking with tiny, small, or medium weapons.

A bladedancer, female warrior with 16 or higher CHA, or similar heir to Zeodarë I's legacy who is equipped with at least two of the four pieces of the panoply gains the ability to cast *swift sword* once per day. If equipped with at least three of the four pieces, she also gains the ability to cast *striking* once per day. If equipped with the entire panoply, she additionally gains the ability to cast *winged flight* once per day.

Paseplitem

Base Cost 500,000gp: 1/10 chance of expending item = 10 charges 7th level ritual effect. Apparent Value 2,000gp.

This thick bracelet of black metal is covered with overlapping, hair-thin bands of the same metal, set with dots and slivers of green jade. These bands move with the slightest touch, somehow sliding through each other; by careful alignment, the jade elements can be arranged into silhouettes of various creatures. When slipped on the forearm or similar appendage of a man-sized or smaller living creature, the bracelet will tighten until there is no space left between it and the skin. Thereafter the wearer can call on the bracelet's powerful magic.

The bracelet's name comes from a reference in the *Final Book of Forms*, an obscure text on transmogrification, which refers to it as an "all-tool", or "paseplitem" in Classical Auran; the anonymous author of the text speculates that the bracelet originated on a celestial sphere distant from Cybele. The bracelet allows its wearer to transform into the form of potentially any living creature, undead creature, or incarnation; even incorporeal or gaseous forms are possible. The bracelet always makes at least ten different forms available to its wearer. The Judge can choose the available forms, or roll wilderness encounters for the terrain the bracelet is found in until ten applicable results occur.

By touching the bracelet and willing himself to change shape, the wearer can attempt to transform into one of the bracelet's available forms. If the wearer has assembled the jade elements into the silhouette of a known available form (defined below), he can make an Implements saving throw to properly transform. If the save succeeds, he transforms into that form. If the save fails, or if the jade elements were not configured into a known available form, the wearer is instead transformed into a form chosen randomly from those available. In either case the bracelet remains present in some way on the new form.

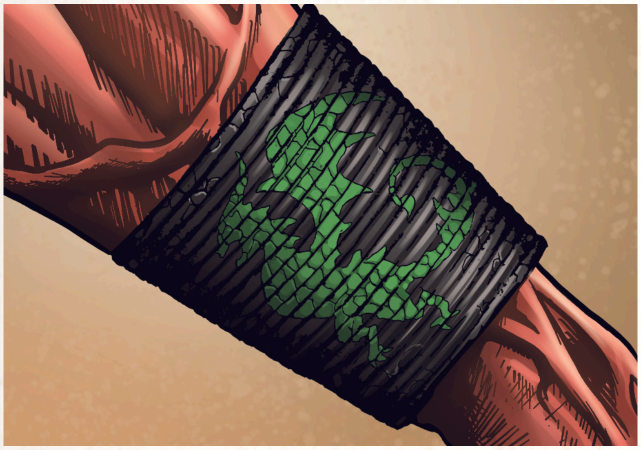
While transformed, the wearer gains the physical capabilities and characteristics of the new form, and all physical attacks and special abilities it possesses, while retaining his own mental abilities and hit point total. As with the spell *transform self*, the new form is sterile. The transformation lasts for an unpredictable amount of time; the Judge should secretly roll on the Paseplitem Duration table. A deliberately chosen form persists for the rolled duration, unless the wearer chooses to revert to his true form or changes to a new form (by the same process and with the same risk of failure), or the wearer is felled, or the transformation is **dispelled**. A randomly assumed form persists for the rolled duration unless the wearer is felled; it cannot be **dispelled**, nor can the wearer choose to revert to his true form or take a new form. In any case, the bracelet cannot be activated again until 6 turns have passed since the end of the previous transformation.

To know a form, the wearer must have previously transformed into it by random chance, seen a prior wearer in that form, or have been wearing the bracelet when it gained the form. For the bracelet to gain a form, the wearer must touch the bracelet to the remains of a freshly slain creature and drain its residual divine power into the bracelet; doing so renders the creature's special components useless.

There is no hard limit to the number of forms the bracelet can make available to its wearer, but whenever the wearer transforms while the bracelet has more than ten available forms, there is a chance one of the forms is lost. If the wearer's Implements saving throw fails with an unmodified roll of 1, one random form stops being available. Even if the wearer knows the form, he cannot transform into it if it is no longer available!

Once it has tightened on a wearer's wrist, the **paseplitem** does not come off easily. The bracelet can be removed if the wearer perishes or the limb is removed, but otherwise only by **dispelling** or **lifting** by a 14th level caster or by ritual magic. When removed by any means, the bracelet has a 1-in-10 chance to cease functioning entirely, its decorative jade elements locked in scattered disorder.

D10	PASEPLITEM DURATION
1	1 round
2	1 turn
3	3 turns
4	1d6 turns
5	6 turns
6	2d6 turns
7	12 turns
8	1d6 hours
9	12 hours
10	1 day



Pavilion of Protection

Base Cost 30,000gp: 1/day *Home Ward* 6th level effect. Apparent Value 200gp.

This 12' tall, 24' diameter war tent has bright red panels and gold trim, with an Auran eagle embroidered on its roof over its front entrance. If a summoned creature (such as an invisible stalker, cacodemon, or shadow) attempts to enter the tent, it must succeed on an Implements saving throw or be instantly returned to its native sphere, as the spell *home ward*. The tent can protect against intrusion at most once per day; the *home ward* is renewed each morning with the rising sun. Auran generals have long used **pavilions of protection** to ward against magical assassination while on campaign. During the Great Skysos War, the Aurans were surprised to discover that many of the powerful Skysos chieftains that opposed them had similar enchantments crafted into their extravagantly decorated yellow yurts.

Pearls of Invulnerability

Base Cost 14,000gp: 4 charges *Lesser Sphere of Invulnerability* 4th level effect 8,000gp; 2 charges *Greater Sphere of Invulnerability* 6th level effect 6,000gp. Apparent Value 50gp, plus 40gp per white pearl and 60pg per cream pearl, 330gp when full.

This large oyster shell has a concealed hinge and latch that is opened with the press of a button. The inside of the shell is lined with velvet, with small depressions holding several white and cream pearls. By removing a pearl from the shell and immediately crushing it in his hand, a user can produce the effects of a spell. The white pearls produce a *lesser sphere of invulnerability* lasting 7 rounds, while the cream pearls produce a *greater sphere of invulnerability* lasting 11 rounds. The pearls must be crushed immediately or they become inert. Oysters are typically found with 1d4 white pearls and 1d3-1 cream pearls remaining. New pearls placed in the shell do not gain any magical properties. Once the original **pearls of invulnerability** are used, the oyster shell simply becomes an interesting conversation piece for a villa.

Pebble of Drowning

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 0gp.

This tiny stone is **cursed** to kill its victim by drowning, a death likely considered to be the result of simple misfortune. When in contact with any body of water larger than a bathtub the pebble becomes immensely heavy (10 stone), enough to drag almost any creature holding it to a watery grave. When the pebble's magic activates, the creature possessing it must make a successful Paralysis saving throw to release it, slip off the pack containing it, or otherwise be rid of it. The saving throw can be modified based on how and where the victim is carrying the pebble; a victim holding the pebble in his open palm might get a +4 bonus to the saving throw, while a victim who unknowingly is carrying the pebble buried inside his buckled-on boot might suffer a -4 penalty, and so on, at the Judge's discretion. If the save succeeds, the creature realizes what is happening and releases the pebble before being dragged down by its weight. If the save fails and the creature is in water too deep for it to stand, the creature must make a Swimming throw with a target equal to his encumbrance, pebble included (10 stone). On a failure the creature begins **drowning** and sinking at a rate of 10' per round per stone of encumbrance. Creatures weighed down by the stone can continue to attempt to cut or slip themselves free, with cumulative penalties of -2 per round of drowning (or a flat -2 if the creature is successfully swimming or able to breathe underwater). The pebble becomes non-magical when its victim dies (typically after 1 turn of drowning), if they successfully abandon it, or if its curse is **lifted**. When secreted in a pack, up a boot, or otherwise on a person's body or effects the stone has a 4-in-6 chance of triggering when the container is submerged, barring special attention to waterproofing or allowing water in.

Pendant of Greatness

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 5gp.

Typically found in a small red and black striped canvas pouch, this bronze disc is carefully carved with an image of a lone man standing vigil. A man of intellect and wisdom (an arcane spellcaster with at least 11 WIL, a divine spellcaster with at least 11 INT, a dual caster, or a non-caster with at least 13 in both scores) who holds the pendant aloft with the cry "to arms!" temporarily becomes as skilled with steel and sinew as he is with soul and scroll. For 1 turn, he receives a +2 bonus to his AC, damage rolls, and saving throws, and gains 2d8 temporary hit points. Hit points gained due to the pendant are temporary and are lost first on injury; they cannot be healed. The empowered hero also becomes unflappable in the face of failure; if a spell he is casting is interrupted he can move and attack normally that round, as the Unflappable Casting proficiency. The pendant's enchantment works only once; after its magic is expended, it patinates to dull green.

Periapt of Plague Protection

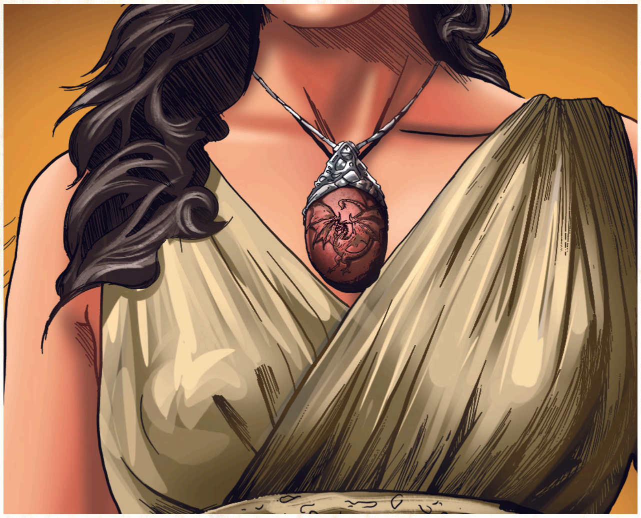
Base Cost 48,000gp: Permanent (1/hour) 4th level effect. Apparent Value 100gp.

This amulet consists of a miniature golden lily suspended in facet-cut glass and hung from a golden chain. The wearer is **immune** to all forms of disease, including magical diseases caused by spells, mummies, and lycanthropes. This immunity applies only at the time of exposure; putting the chain round the neck of someone who is already diseased will not neutralize or delay the disease's effects.

Periapt of Poison Protection

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 100gp.

Set on a fine silver chain, this amulet is made from a bezoar stone the size of a chicken egg. The bezoar is carved on its front face with the image of a wyvern, its tail posed to strike. The wearer is **immune** to mundane poisonous damage, and automatically succeeds on saving throws against poisons with effects other than immediate death. He becomes **resistant** to extraordinary poisonous damage and gains a +2 bonus on saving throws against poisons with the effect of immediate death. This protection applies only to poisons ingested or otherwise inflicted with the amulet already worn; putting the chain round the neck of someone who has already been poisoned will not neutralize or delay the poison's effects.



Petals of Cleansing

Base Cost 875gp: Single charge choice of *Holy Circle* 1st level effect, *Purify Food and Water* 1st level esoteric effect, or *Delay Disease* 1st level esoteric effect = effective 1.75th level esoteric effect. Apparent Value 1gp.

This dried white rose is stored in a long box. The petals from the flower can be plucked and scattered in a 10' radius around the user to create a *holy circle*, persisting for as long as the user remains in the center of the circle and concentrates on waving the flower's stem in a circular motion, with the petals fluttering around as if by wind but remaining where they were placed. If the petals are instead scattered over food or water and the stem broken, up to 120 gallons of water or 300 lbs of food will be made drinkable and edible, as the spell *purify food and water*. Finally, a creature may eat the petals to delay the progression of a disease and suppress its symptoms. Any diseases the eater suffers from will exhibit no symptoms, though any damage already done will remain. Incubation periods will be temporarily halted, and the eater will not be infectious. After 1 day the disease's progress will continue, symptoms will resume, and the eater will be as infectious as before.

Phoenix Ash

Base Cost 3,000gp: Single charge choice of *Repair Disfigurement and Disability* 4th level effect or *Energy Invulnerability* 4th level effect = effective 6th level effect. Apparent Value 0gp.

This light grey dust is lighter than any natural ash, a product of flight and freedom as much as of fire and finality; it is always stored in a small vial of sealed glass. The ash can be applied to a wounded body to cause a partial rebirth, wounded parts repaired or even regrown as the spell *repair disfigurement and disability*; any furnace of elemental fire or aerie of elemental air counts as a temple of the user's god when determining the results of the Tampering with Mortality roll. Ingesting a vial of the ash will instead render the user **immune** to mundane and extraordinary fire damage for 6 turns as the spell *energy invulnerability*, the memory of the phoenix's fire out-burning even the greatest of spells and breath weapons.

Phoenix Egg

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 200gp.

This ceramic egg is decorated with elegant patterns of gold foil showing a great eagle wreathed in flames. The egg is hollow, a wall down its middle separating two pinches of ash. Breaking the egg will allow the ashes to mix and recombine in a flare of red light to form a **phoenix**, a Lawful incarnation of fire and mercy (see ***ACKS II Monstrous Manual*** p. 256). The phoenix will serve a Lawful summoner faithfully, obeying his verbal commands, for 6 turns before departing to the heavens. It will immediately depart if summoned by a Neutral character, and will immediately attack a Chaotic summoner. A phoenix summoned in this way leaves no usable ash if slain.

Phoenix Standard

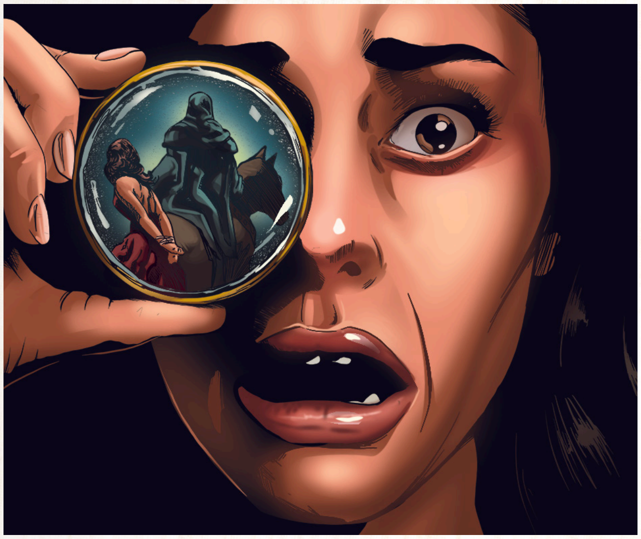
Base Cost 150,000gp: Permanent (1/turn) 6th level esoteric effect. Apparent Value 2,000gp.

This storied 12' tall Auran battle standard is emblazoned with a bright crimson and gold **phoenix**, the seven feathers on its head made of thin engraved gold plates set into the metal and its eyes a pair of brilliant sapphires in a platinum setting. When the standard is held aloft by a Lawful creature it is as if one of Ammonar's great winged messengers is present, blessing every Lawful creature that **beholds** it. Each **blessed** creature receives a +1 bonus to attack throws, armor class, morale rolls, and saving throws against magical **fear**. There is no limit on the number of creatures that can benefit from this blessing, which persists for as long as they are within sight of the banner and as long as the standard remains held aloft. When held at its proper height, the standard can be beheld to a range of 120', though a timid standard bearer who fears attention might reduce that range.

Phylactery of Fates

Base Cost 52,500gp: 1/week *Fate* 5th level effect esoteric 15,000gp; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 3,000gp.

Set on a thick golden chain, this thin gold disc holds at its center a round-cut black sapphire, surrounded by an inscription in proto-Danean inviting the reader to take up the amulet and become part of history. Once per week, by holding up the phylactery to his eye and speaking the word "fate" in any human tongue, the wearer can activate its magic. The gem will fade from pitch black to crystal clear, and then the user will see an image of his inevitable *fate* on the far side. The subjects involved and the viewer's position will not be identifiable, refracted as if through a prism, but the general outcomes – loss, recognition, betrayal, triumph, etc – will be unmistakable. The wearer can have multiple fates, up to one per character level. The wearer receives a +4 bonus when rolling on the Mortal Wounds table for each unfulfilled fate, and a -4 penalty for each fulfilled fate, as normal. If ever separated from the amulet the person is "freed" from all but his longest-held fate. No longer bound tightly to the world, however, he might slip away from mortality at a moment's notice: each forgone fate inflicts him with a -4 penalty to Mortal Wounds rolls, as if his place in history had already passed him by. Should he reclaim the phylactery, he can resume his long path and see his affairs through to fitting ends.



Phylactery of Stolen Faces

Base Cost 2,500gp: Single charge *Soul Swap* 5th level esoteric effect. Apparent Value 60gp.

This small box is cut from two different pieces of onyx, the smaller piece serving as a lid that slides to cover the opening in the larger piece. The phylactery can be used to perform a *soul swap*. The user must sign his name on a scrap of parchment (illiterate users can make an expressive mark), then place the scrap inside the phylactery and close the lid. His body will immediately fall into suspended animation, as is normal for the spell, while his soul enters the phylactery. The user can then attempt to control other bodies, as the spell. The effect can be sustained for up to one month, ending when the phylactery is destroyed or **dispelled**, the user's soul is driven from a possessed body while too far away to return to the phylactery, or the user chooses to return from the phylactery to his own body. If the phylactery is still intact when the *soul swap* ends, it will be nothing more than an onyx cube with rounded edges and no seams, the lid fused shut; it cannot be reused.

Pirate's Pointer

Base Cost 15,000gp: 1/week 5th level effect. Apparent Value 10gp.

A gold coin lies at the center of this iron barrel band, suspended by fine threads at the center of a maze of shells and beads. These instruments gained notoriety when used by pirates, but are generally prized by treasure-seeking adventurers of all kinds. Once per week, by concentrating for 3 turns, the would-be treasure hunter can use the pointer to search for the nearest unrevealed treasure hoard within 25 miles. (For purposes of the pointer's magic, a treasure hoard consists of a collection of copper, silver, gold, platinum, and gems within a 10' × 10' area worth at least 50gp in total.) The Judge should secretly make a Searching proficiency throw on behalf of the user with a target of 4+, or 2+ if he has the Navigation proficiency. If the throw succeeds, the coin will reposition itself within the band to reveal the direction and approximate distance to the nearest unrevealed hoard. The user can continue searching for other hoards if desired. If the throw fails, the effect immediately ends. The throw automatically fails if there are no hoards in range, or if all hoards within range have been revealed by the spell. Because the roll is made in secret by the Judge, the caster cannot be certain whether the spell has ended because of chance or because there are no more hoards to find. A hoard's presence can be concealed by even a thin sheet of lead or gold.

Pit Tarp

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 30gp.

This 20' square tarp is made from thin good-quality brown canvas. A small pattern, resembling a three-towered fortress, is stitched into the corners of the tarp with red thread. When each corner of the tarp has been staked down over a patch of earth or unworked stone, a 10' pit is formed underneath, while the tarp and stakes are disguised by an illusion of the ground, rocks, grass, or other objects that were immediately underneath it. The tarp is sturdy enough to hold almost 3 stone of weight without collapsing, but a weight of 3 stone or more will cause the tarp to collapse into the pit. A creature who falls into the pit suffers 1d6 🔨 damage. The illusion persists until the tarp collapses into the pit or until the illusion is **dispelled**. The pit persists until physically filled or magically **dispelled**, otherwise filling up after a month's time has passed. The tarp itself becomes non-magical once it is staked down.

> *A hidden pit is an unmarked grave awaiting an occupant.*
>
> Adventurer's Maxim

Plague Powder

Base Cost 1,500gp: Single charge *Cause Disease* 3rd level effect. Apparent Value 0gp.

This white powder is stored in a small paper packet sealed with a drop of green wax. The powder can bring terrible sickness to whoever is unlucky enough to inhale it. The packet can be thrown into an adjacent enemy's face with a successful attack throw, but should the attack throw fail with a natural 1, the attacker accidentally inhales the powder instead. Any living creature struck in the face with **plague powder** must succeed on an Implements saving throw or become **diseased** with a horrific wasting plague, as per the spell *cause disease*. While **diseased**, the creature suffers -2 on attack throws, cannot be magically healed of injuries, heals at half its normal rate, and must make a throw of 2+ at the end of each day or die. The powder loses its enchantment if it comes into contact with liquid or food, making it worthless for use as an ingested poison.

Portable Well

Base Cost 20,000gp: 1/day *Create Water* 4th level esoteric effect. Apparent Value 50gp.

This 5' diameter sheet of light blue silk is as thin and fine as gossamer. It can easily be folded up tightly enough to fit in a small pouch or pocket. When opened and laid perfectly flat, the silk becomes the surface of a pool of clean water roughly 1' deep, the pool's rounded bottom made of marble the same shade as the silk. If rolled or picked back up from its edges, the hidden store of water vanishes, leaving the dry blue silk in its place. If its water is emptied, the well steadily refills to its full 120 gallon capacity (enough to supply 120 men, or 15 men and their horses) at a steady rate over a day, whether open or closed.

Pot of Perennial Obedience

Base Cost 5,000gp: Permanent (1/turn) cantrip effect. Apparent Value 50gp.

This large white ceramic pot is adorned with images of interwoven branches in gold leaf. It can hold a plant up to the size of a small tree; when filled it weighs an average of 5 stone. Once per turn, by touching the pot and maintaining stationary concentration, a user can cause a single living plant growing in the pot to move itself as he mentally commands, as the spell *dominate plants*. An ordinary plant growing in the pot can automatically be **dominated**; a plant creature rooted in the pot can be **dominated** if it has less than 2 HD and fails an Implements saving throw. While dominated, ordinary plants can be commanded to move their branches, leaves, limbs, and vines, though not to uproot themselves. For example, a tree could be commanded to shift its branches to adjust its shade or to lower a branch to put fresh fruit into a waiting hand. **Pots of perennial obedience** are common in the decadent palaces of the Sunset Kingdoms. During luxurious times of peace, the animated plants can fan, shade, and otherwise delight the courtiers. During palace coups and conquests, they can be means of escape, as any vines planted within the pots can be commanded to scale up walls to help the old rulers escape the new ones.

Pot of Perpetual Pudding

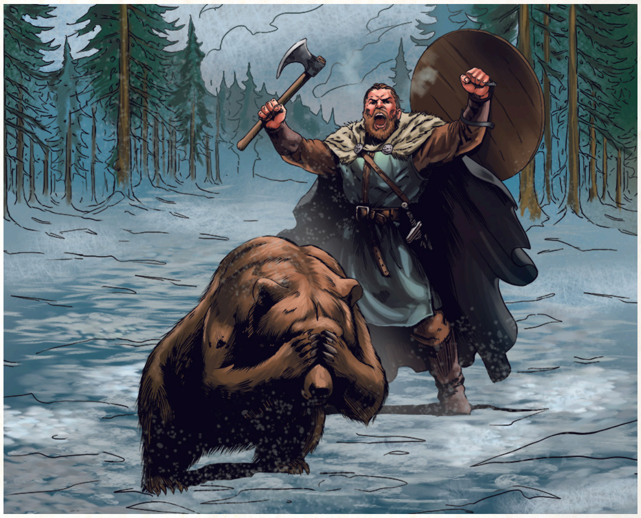
Base Cost 50,000gp: 1/day *Create Food* 5th level esoteric effect 25,000gp; 1/day 5th level effect 25,000gp. Apparent Value 350gp.

This large 10-gallon, 6-stone iron cooking pot is coated with a layer of enamel, colorful pictures covering its interior and exterior. The exterior is painted with an image of a great feast, men and women sitting along a long table and laughing as they eat, a harsh winter visible outside their hall. The interior depicts a great writhing thing on the same dinner table, the guests scrambling for the door. The pot's magic qualities become apparent when filled with water and stirred. When stirred clockwise, the water begins to congeal, after 1 turn becoming bland slightly-sweet pudding. Enough pudding is made to feed 120 men, or 15 men and their horses, as the spell *create food*. Stirring counterclockwise will instead cause the water to congeal into a monstrous **black blob** (see ***ACKS II Monstrous Manual*** p. 63), pouring forth from the pot until its 5,000 stone of weight covers an area 20' in diameter and 4' tall. The summoner must concentrate to control the blob, which strains to devour organic matter indiscriminately and will attack the summoner as easily as anyone else once concentration is broken. The blob remains for 15 turns or until **banished** or destroyed; its controller may dismiss it at will so long as his concentration has not been broken, at which point the thousands of stone of hostile tissue will revert to mere gallons of water. Each function of the cauldron can only be used once per day.

Predator's Mantle

Base Cost 12,500gp: 1/3 turns 1st level effect. Apparent Value 800gp.

This regal black cloak is trimmed with white tiger fur across its shoulders. Once per 3 turns, by making a guttural roar, the wearer can evoke a predatory aura around himself that unnerves normal beasts. Each animal that begins its initiative or moves within 90' of the wearer must make an Implements saving throw. If the save fails, the animal **falters** that round, suffering a -2 penalty to attack throws, proficiency throws, and saving throws against the wearer. The aura lasts for 3 turns or until **dispelled**.



Preserved Familiar

Base Cost 44,000gp: Permanent (turn/level) 1st level effect 19,000gp; Concentration (at-will) 1st level effect 25,000gp. Apparent Value 10gp.

This glass jar is covered with a thick wax seal that has alchemical symbols engraved into it. Within the jar is a rat suspended in embalming fluid, its body twitching slightly every few hours if carefully watched. An arcane spellcaster can become magically bonded to the rat by carefully rousing it from its torpor. He must withdraw the rat from the jar, suck the embalming fluid from its lungs, and feed it precisely three drops of his own blood. The rat will thereafter awaken and serve as his familiar, in the same manner as the Familiar proficiency, granting its new master the Sensing Power proficiency when nearby. (If he already has the Sensing Power proficiency, the Judge should choose a different one from his class proficiency list; if he already has a familiar, however, he will be unable to bond with the rat.)

The glass jar remains magical even when the rat is bonded to a caster. At will, by pouring water in the jar and staring down into his reflection, the rat's master can see what his familiar sees and hear what it hears, in a manner similar to the spells *clairvoyancy* and *clairaudiency*, the effect persisting for as long as he concentrates.

The rat returns to torpor if not fed a drop of its master's blood every week. If the rat returns to torpor, it can be reinterred within the jar for long term storage or use by a new master. Reinterring the rat in the jar requires 1 day of dedicated activity by a person with at least one rank of Alchemy and consumes 20gp worth of miscellaneous components. If the rat is slain, its master suffers the usual effects of a dead familiar. The jar can then be prepared anew with a fresh rat by a person with one rank of the Alchemy proficiency who spends 1 day of dedicated activity and 50gp of miscellaneous components.

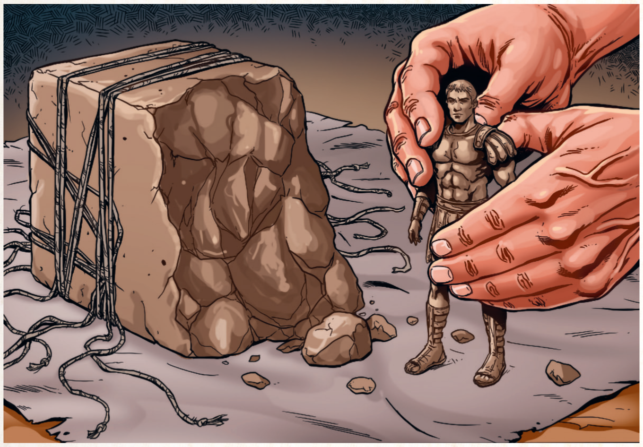
Primeval Clay

Base Cost 8,500gp: 3 charges 4th level effect (partial design+build constructs) 6,000gp; Single charge 5th level esoteric effect (personal construct) 2,500gp. Apparent Value 10gp.

This block of raw clay is bound with string in intricately-tied pattern knots, and will not dry or harden so long as it remains bound; such blocks are typically stored in a wrapping of paper, sealed with wax. Cutting the knots and kneading the clay will allow it to be made permanently into a clay construct of up to 1* HD with 1 turn of work, the clay slowly expanding as it is shaped until the final form is realized. As a construct, it is **immune** to enchantment effects, necrotic damage, and poisonous damage, and counts as an enchanted creature for purposes of spells such as *dispel evil* and *holy circle*. The construct is bound to its creator, obeying only his direct orders, and crumbling to pieces upon his death or upon him creating a new clay construct. It cannot be used as a sample for creating similar constructs, no useful formula for its construction can be recorded, and if it is destroyed its remains have no value.

A user skilled in working clay can shape the clay construct with greater finesse, able to include up to one * of special abilities in the design per rank he possesses in Craft (pottery). Any additional special abilities require an equivalent amount of disabilities to be incorporated into the design (see ***ACKS II Monstrous Manual*** p. 393) so that the resulting construct has 1* HD.

The clay can also be used as part of creating a larger and greater construct. Using the clay in this manner will reduce both the material and research costs for both the design and manufacturing by 7,000gp each, and allow the creator to automatically succeed on the magic research throw. The construct will require the normal access to library, workshop, material, and research time for the remainder of the project's cost. The resulting construct will be similarly irreplicable and bound to its creator.



Prophet's Stele

Base Cost 34,000gp: 1/hour *Augury* 2nd level esoteric effect 16,000gp; 1/week *Prophetic Dream* 6th level esoteric effect 18,000gp. Apparent Value 400gp.

This quarter-inch thick silver tablet is carved with a map of the stars as seen on the first day of the year from the Tower of Knowledge on Mount Audarammas. Tablets such as these were devised for use by the prophets of Istreus, Master of Secrets, and are rarely seen outside the hands of his worshippers.

Once per hour, by consulting the stele and examining minute changes in the way shadow and light catch the metal, a user can glean subtle clues about the results of an action taken in the next 3 turns, as the spell *augury*. When the spell is cast, the Judge secretly makes a magic research throw on behalf of the user, with a natural roll of at least 7 always succeeding. If the throw succeeds the augury is true and reliable, but if the throw fails the augury is false and misleading.

Once per week, by sleeping with the stele over his heart, a user can receive a *prophetic dream*, as the spell. The dream can convey a short piece of useful information about a subject the tired prophet was thinking of as he laid his head down, or can be left open to the heralds of Istreus. While the dream will always provide the truth, its secrets might be misinterpreted, and the heralds of Istreus might have their own interests in dispensing information. Information misunderstood or not acted upon might become useless if conditions change.

Prow-Eye Pigment

Base Cost 5,000gp: 2 charges 5th level effect. Apparent Value 5gp.

First created in Nicea, this deep black pigment is typically stored in batches of 1d2 clay pots, each pot decorated with three wavy blue lines around their circumference; each set of pots is typically accompanied by a fine (albeit nonmagical) brush. If the pigment is used to paint a pair of eyes on the prow of a vessel, the vessel will gain a layer of protection against hostile magic. One pot will protect a vessel of up to 14,000 cubic feet or less in volume, including a small sailing ship, small or large barge, longship, or 1-, 1.5-, 2-, 2.5, 3-, 4-, or 5-rower galley. Two pots are required to protect a 6-rower galley or large sailing ship; three pots to protect an 8-rower galley or huge sailing ship; and ten pots to protect a huge barge. If multiple coats of paint sufficient to protect a ship are applied, it gains multiple layers of protection (that is, a 3-rower would gain 2 layers of protection from applying two pots, but a 6-rower would gain 1 layer, and an 8-rower would gain nothing).

While a vessel is warded by the pigment's protection, the first spell or magical effect originating from outside the vessel which would target the vessel or creatures aboard, or has the vessel in its area of effect, may be **dispelled**. The ship's captain (or acting captain, at the Judge's discretion) must succeed on an attack throw to dispel, rolling with a caster level of 7 for this purpose. Permanent effects and effects which cannot be **dispelled** do not trigger the pigments' magic. If the ship has multiple layers of protection, the newest (outermost) layer will trigger first, then the next layer will trigger, and so forth, until either no spells or magical effects from outside the ship would affect the ship or its creatures aboard or until no layers remain, whichever happens first. An application of pigment lasts until triggered or dispelled.

While the pigments can save a ship from the hostile magics most dreaded by sailors – from the crippling darkness of *tenebrosity* to the deadly whirlpools of *level water* – there is a notable catch. Whenever a spell or effect is successfully **dispelled** by the pigments' magic, the ship suffers 2 ▼ of structural damage per level of the prevented spell or effect (i.e., the 3rd level spell *infuriate crowd* would deal 6 ▼ structural damage). **Prow-eyed pigment** has saved more than one vessel from the effects of a terrible spell, only for the resulting damage to slow it sufficiently (see ***ACKS II Revised Rulebook*** p. 322) that enemies are able to outmaneuver it and evade, destroy, or capture it! Naval captains have long complained that **prow-eyed pigment** brings with it a terrible gamble; while many have claimed they would rather brave hostile magic rather than the surety of their ship's hull being torn apart, the long history of dark eyes painted upon warships tells a different tale.

Purse of Pilfering

Base Cost 16,000gp: 1/hour 2nd level effect. Apparent Value 15gp.

This small 1' × 2' leather purse is embroidered with a depiction of a hand being shaken by two others, one of which is palming a bracelet. Once per hour, by opening the purse and whispering into it the name of an object he can see within 90', the bearer can magically pilfer the target object. The target object must be less than 2 stone and must be able to entirely fit within the purse. If the target object is unattended, or is worn or wielded by a willing creature, the theft succeeds automatically. The target object vanishes from sight and then reappears a moment later inside the purse. However, if the targeted item is worn or wielded by an unwilling or unaware creature, success is not assured. The creature must make an Implements saving throw; if the item is magical, the creature gains a +1 bonus to the saving throw for each charge or point of magical enhancement. If the save succeeds, the creature feels a sharp tug on the item, but maintains hold of it; if the save fails, the object is teleported into the purse. The creature might or might not notice – the sudden absence of a weapon from the hand would be readily apparent, but the successful theft of smaller items such as rings or necklaces might not be immediately noticeable by the victim of the theft, at the Judge's discretion.

Quilt of Convalescence

Base Cost 17,000gp: 1/day *Salving Rest* 1st level esoteric effect 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 50gp.

This thick wool quilt is dyed deep red and adorned with fluffy tassels around its edges. Each day a creature spends in complete rest under the comfort of the quilt, the creature will heal an additional 1d3 hit points, as the spell *salving rest*. If the creature is **enervated**, it gains a +4 bonus to its Death saving throw and will end the condition with only two saves in a row instead of three. If the creature has recently suffered a mortal wound, it recovers quicker under the quilt, with each day of total bed rest as effective as 2 days spent recovering in normal circumstances.

Red Dragon Statuette

Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 400gp.

These exquisitely crafted dragon statuettes are the size of a small cat. Each is wrought of red bronze on top and gold beneath, with thousands of carefully engraved scales and a pair of small rubies for eyes. When a user touches the dragon statuette under its jaw, it emits a thin cloud of smoke from its mouth, then swings its jaw down to expel a miniature breath of flame. This tiny fireball flies in a straight line for up to 225', dealing 1d6 🔥 damage to whatever it strikes. The pyrotechnics were intended to amuse, rather than harm, and aren't very accurate; the user must roll an attack throw if attempting to strike a particular target with the fireball. The dragon can breathe fire in this manner once per turn.

The statuette has another feature, non-magical though of ingenious craftsmanship. When an iron figurine of a dwarven hero (or any piece of ferrous metal larger than a coin) is touched to the dragon's neck or belly, the dragon's limbs and head fall off its body, the whole statuette collapsing in a comical fashion. These detached body parts remain connected to the torso with a thin wire when "dismembered", and they can be pulled back together by winding a mechanism concealed in the tail. Fashioned as toys for Highborn children of the dwarven vault Azen Radokh, only a few of the statuettes were made before their first creator received a summons for an audience with the great red dragon Orm, from which he has yet to return.

Reeds of the Rodent

Base Cost 10,000gp: 1/day 2nd level effect. Apparent Value 40gp.

The pipes of this wooden syrinx are bound together with thread in bright red, blue, and yellow colors. Once per day, by playing a simple tune on the syrinx, a musician can summon hundreds of rats to his location. Rats are present almost everywhere, even on islands or ships, so in most cases they will have arrived by the time the musician finishes playing; should the musician be in a place where rats are truly absent, the rats will come from afar, arriving after 12 turns (2 hours) have elapsed per 6 mile hex they travel to get there. The four 2 HD **rat swarms** (see ***ACKS II Monstrous Manual*** p. 307) that arrive will each occupy a 20' × 10' area, and will all serve as the musician's faithful companions. They will take instruction only through further music from the pipes, intuiting the player's intended meaning, rather than speech. The rats being something of a captive audience, the musician need not have any ranks of Performance proficiency in order to summon or command them. After they arrive, the rats will remain for 1 day unless **dispelled** or slain before then.

Reins of Command

Base Cost 15,000gp: Permanent (1/day) 2nd level effect. Apparent Value 60gp.

This brightly dyed set of reins is adorned with golden studs along its length. A set of golden buckles allows the reins to be adjusted to fit any size of bit. The reins can be automatically fitted to a **helpless** or willing creature. They can be fitted to an unwilling but **vulnerable** creature with a successful melee attack throw. A living creature of large size or larger which is fitted with the reins must make an Implements saving throw each round it continues to wear the reins. Once it fails the save, the creature becomes **enslaved** to the service of the person who fitted the reins to it until the reins are removed.

If the enslaved creature can understand its master (because e.g. they share a language or because the master can *speak with beasts*), the enslaved creature will obey its master's verbal commands to the best of its abilities. If the enslaved creature and its master cannot communicate, the enslaved creature will act in the interest of its master to serve and protect him as best it can. In either case, the master can ride the enslaved creature as if it were trained as a warmount even if it is untrained. When its master is not present, the enslaved creature will be confused and passive, capable of carrying out routine activities, but not able to use spells or magic items or make complex decisions. Due to this confused state of mind, the creature cannot learn a new role or new tricks while under the effect of the reins.

The effects of the reins cannot be **dispelled** or **lifted**, only ended by the removal or destruction of the reins. The reins can be removed automatically by the creature's master, or by any other character if the creature is **helpless**; otherwise, removing the reins requires a successful Disarm or Sunder maneuver. The reins must be removed and refitted before a new master can claim the creature's servitude. Would-be aerophracts and beastriders should keep in mind the cautionary tale of the adventurer Vang Loong, who in his impatience to claim the captured mount of Shinay the Dragonrider inadvertently let the mighty wyrm escape its captivity and destroy most of Vang's domain.

Reins of Relocation

Base Cost 20,000gp: 1/day *Arcane Shift* 4th level effect. Apparent Value 40gp.

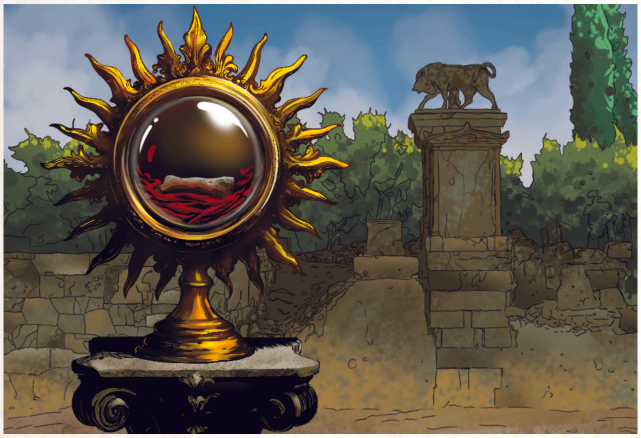
This set of reins is crafted from long strips of white unicorn leather with buckles made of shining silver. It can be adjusted to fit any size of bit. The rider of a mount wearing the reins can speak a command word and flick the reins to teleport his mount, himself, and anyone or anything else the mount carries up to 360' in a flash of light, as the spell *arcane shift*. Just like a unicorn's power, the reins' power can be used once per day.

Relic of the True Martyr

Base Cost 1,400,000gp: 1/8 chance of expending item = 8 charges 9th level ritual effect 1,600,000gp; 1 charge drawback 9th level ritual effect -200,000gp. Apparent Value 400gp.

This small golden reliquary takes the form of a radiant sun atop a round stem and base, with a small bone fragment encased in glass beneath the sun's face. The sliver of bone rests upon a small red cloth of the finest silk, and when uncovered produces the powerful and pleasant scent of frankincense. The reliquary can only be harmed as an intentional act: it will otherwise remain unmarred by scratches or dents, and dirt, blood, and grime will not stick to it. The relic is old, bearing an archaic symbol appearing to predate the winged sun of Ammonar. Despite this, it is clearly an artifact of great Lawful faith, said to have been created after a great champion of Law willingly went to his death to protect others, survived not even by his name, but by only the thinnest piece of bone. That fragment was saved so that the followers of Law might be blessed by the champion's power in yet one more great battle.

A Lawful person holding the reliquary and praying for 1 round becomes aware of the relic's history, true purpose, and means of activation, if he was not already. After such prayer, by speaking "credin, sotum, tahan" he may likewise lay down his life for those of his friends. The user will be engulfed in bright light, beginning his last worldly task in the following round. Each round as the user concentrates in further prayer, 16 chosen creatures slain on that day are returned to life as the spell *restore life and limb*. The slain creatures cannot have died of old age or by removal of their heads, and their bodies must be within 150' of the relic, though the user does not require line of sight to them. Rather than rolling on the Tampering with Mortality table, each restored creature receives the table result appropriate to a modified roll of 26+/4: returned to full health with no need for recovery, all negative side effects removed, and the effects of a **potion of valiance** for the remainder of the day. Each restored creature awakens knowing the means by which they were brought back, and who made the self-sacrifice on their behalf.



After each round's revivals the user must make a Death saving throw. On a success he continues in his work, able to restore another 16 lives the following round. Should he fail this throw, have his concentration disrupted, run out of allies to raise, or decide his task is accomplished, he is instantly slain, taken from the world as bright light engulfs him. His body vanishes, leaving behind his worldly possessions; his soul is transported to the Empyrean Heavens, not to be returned to the world even by a *miracle* or *wish*. The reliquary is then left empty, with nothing remaining of the true martyr but the slight scent of frankincense on silk.

Designer's Note: As the Relic of the True Martyr casts a 9th level ritual each round it is active, the chance of expending the item is related to the assumed saving throw value of the user, with a failed throw expending the item. A 14th level crusader has a target of 4+ for a Death saving throw. If the relic's user had an equal chance of being a 14th level crusader with a +1 WIL modifier or a +2 WIL modifier, the relic would have a 12.5% chance of being expended each round. Accordingly, the item is priced as a 1/8 chance of being expended per round of use. It is possible for the user to have a better target for his Death saving throw, due to extraordinarily high WIL or the effects of spells or items. It is also possible, and more likely, for him to be of lower level, lower WIL, or of a class with worse saving throws than a crusader, so this value is considered an appropriate middle ground. The eventual fate of the user and the item once activated are accounted for in the drawback; without it, such an item would otherwise be able to be activated on separate occasions and would not inevitably slay its user.

Robe of Dancing Colors

Base Cost 125,000gp: At-Will (concentration) 5th level effect. Apparent Value100gp.

The interior of this finely made white linen robe is stitched with colored thread of every shade. When its wearer moves, the exterior of the robe occasionally shimmers with the bright hues of the interior. By concentrating, the wearer can manifest the colors in shimmering iridescent majesty. While the robe is shimmering, the wearer gains a +2 bonus to AC. Any creature that starts its initiative or moves within 60' of the wearer and **beholds** the robe's dancing colors must make an Implements saving throw, with arcane spellcasters suffering a -4 penalty to the throw. If the creature's save fails, it becomes **mesmerized** for as long as the wearer maintains concentration; if the save succeeds, the creature becomes **immune** to the robe's mesmerization for the following turn.

Robe of the Lizard Lord

Base Cost 58,000gp: Permanent (turn/level) 1st level esoteric effect 19,000gp; 3/day not more than 1/hour (periodic with cooldown) choice of 5th level effect or 3rd level effect = effective 6.5th level effect 39,000gp. Apparent Value 800gp.

This red robe has golden trim and purple tassels, with long sleeves covering the hands. The wearer can freely **speak with lizards** and other legged reptilian creatures (such as basilisks, hydras, kobolds, many dragons, and so on, at the Judge's discretion). Thrice per day (but not more than once per hour), by clasping his hands together and giving a sharp command, the wearer can **dominate** up to 3d6 Hit Dice of normal and giant reptiles, or any single reptilian creature, within 90'. Intelligent creatures can resist the effect with a successful Implements saving throw. **Dominated** creatures will obey the wearer's verbal orders for 9 turns. When the duration ends, they will be ill disposed to the wearer, and any reaction rolls suffer a penalty of -1.

Robe of Useful Things

Base Cost 47,500gp: 12 charges (1 per 2 stone of items) 4th level effect 24,000gp; 4 charges summoning spells average 4.25th level effect 8,500gp; 3 random potions average base cost 6,000gp; 3 charges 2nd level effect (pit traps) 3,000gp; 2 charges 6th level esoteric effect (doors) 6,000gp. If mundane items with more than 500gp (such as a large number of gemstones) are included in the robe, the Judge should increase the price correspondingly at his discretion. Apparent Value 250gp.

The inside of this heavy wool robe is covered in small patches cut into various shapes and figures, representing objects and creatures. As an action in lieu of attacking, the wearer can remove a patch and place it in his hand or on the ground, where it becomes the corresponding real object or creature.

The robe has 2d6 patches of equipment bundles, each designed for a particular purpose – for instance, one patch might have a grappling hook, rope, hammer, and iron spikes for scaling mountains; another might have a holy symbol, garlic, holy water, mirror, mallet, and wooden stakes for fighting vampires. The Judge can roll on the table below to determine the bundles in the robe, or make up his own. Each bundle can consist of a maximum of 2 stone and 500 gp value. When their patch is removed, the objects appear in the wearer's hand or on a surface in front of him, depending where he places the patch.

D20	MUNDANE ITEMS IN A ROBE OF USEFUL THINGS
1	Small hide-covered raft (4' diameter, carries up to 20 stone)
2	Military saddle and tack, 6 saddlebags
3	12 bags of caltrops
4	Grappling hook, 50' rope, small hammer, 24 iron spikes
5	2 weeks' iron rations
6	Holy symbol of Ammonar, hand-sized mirror, mallet and 6 stakes, 4 lbs of garlic, 5 vials of holy water
7	4 silver daggers, 4 sprigs of belladonna, 4 sprigs of wolfsbane
8	6' × 2' banner, silver army emblem, and 10' pole
9	Lantern, 5 flasks of common oil, tinderbox
10	4 petards (1lb each)
11	Spread of finest food (fit for an emperor), serves 12 people
12	1 set of laborer's tools, 50' rope
13	Set of herbs with 3 aloe, 3 comfrey, 3 horsetail, 1 bitterwood, 1 goldenrod, 1 woundwort
14	Disguise kit, vial of giant rockfish venom, short bow, quiver, 20 arrows, dagger, manacles
15	Expanded thieves' tools, ear trumpet, grappling hook, 50' rope, crowbar, large sack, dagger
16	6 short bows and 6 quivers (each with 10 silver arrows and 10 normal arrows)
17	Backpack with 5 coin purses (holding 75pp, 75ep, 75gp, 75sp, 75cp respectively)
18	10 flasks of military oil, torch, tinderbox
19	Ladder (12' long)
20	Assortment of 12 best dwarven piltbier brews (see ***By This Axe*** p. 228 for detailed rules on dwarven brews)

* all entries weigh 2 stone unless otherwise noted

It also has 1d4 patches of domesticated animals such as donkeys and war dogs. When its patch is removed, the animal appears wherever the patch is placed. The animal arrives tamed and trained and will serve as the wearer's loyal companion for 1 day before disappearing, as if the subject of a *call* spell.

D8	CREATURES IN A ROBE OF USEFUL THINGS
1	Camel (2 HD)
2	Dog, Hunting (1+1 HD)
3	Dog, War (2+2 HD)
4	Hawk (hunting) (1/2 HD)
5	Honeybee Nest (insect swarm) (3 HD)
6	Light Riding Horse (2 HD)
7	Medium Riding Horse (3 HD)
8	Mule (work beast) (2 HD)

Animals are trained as appropriate to their role where possible. Honeybee nest is untrained but will not attack the wearer.

The robe has 1d4-1 patches of potions. These patches all look identical, but they can be identified before removal by a careful 1 turn investigation of their scent and texture of the patch followed by a successful Alchemy or Magical Engineering proficiency throw. The Judge can choose or roll on the Potions table (p. 30) to decide the potion corresponding to each patch.

In addition, the robe has 1d4-1 patches of pit traps. When removed and placed on a patch of unworked earth or stone, a pit trap patch opens a 10' wide, 10' long, and 10' deep cube pit in the ground adjacent to the wearer. Creatures in the space underneath the pit as it opens must make a Blast saving throw to avoid falling in. Those that succeed on the saving throw leap to safety, but those that fail the saving throw fall into the pit, suffering 1d6 🔨 damage. Both pits and doors remain until **dispelled**, filled, or dismantled, or 1 month has passed. See the spell *create chasm* for additional details.

Lastly, the robe has 1d3-1 patches of doors. When removed, a door patch grows into a 2" solid iron door up to 10' tall and 10' wide. The door has AC 6 and 2 SHP and is harmed as a stone structure. A door patch can be placed in two ways. It can go across an arch, corridor, hallway, or other passage of up to the maximum permitted size, in which case the door's hinges connect to one of the adjoining walls (wearer's choice). Alternatively, the door patch can be placed against a solid wall, in which case a section of wall up to 30' thick is removed behind the door, allowing access to the other side when the door is open. In either case the door comes with a bar to secure it on one side, based on the wearer's choice of patch placement (it is initially unbarred). A door placed in an existing hallway remains affixed until destroyed, but a door creating a magic passage falls off if **dispelled** or when 6 turns elapse; the passage vanishes and any creatures within are ejected out the nearest side.

Designer's Note: The base cost of a robe depends on its contents, and is noted based on the average value of a "fully loaded" robe. To model items being "shrunk into patches," we used a spell effect that increased carrying capacity of 2 stone per casting, with each patch containing up to 2 stone of items. With the spell built to a duration of "until task complete" the items remain shrunk until the patches are used. The spell to summon a hawk is 3rd level, while the respective spells to summon a camel, hunting dog, light riding horse, or mule are 4th level, and the spells to summon a war dog, honeybee nest, and medium riding horse are 5th level, meaning the average summoning spell is 4.25th level. The spells used by the robe are not typical calling, conjuration, or summoning spells as commonly used in ***ACKS II***, and are thus more expensive than spells that follow those formats. The effects of the potions, doors, and pits are simply treated as charges of the spells involved.

Rope of Ascent

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 100gp.

This 50' length of rope is tightly spun, only a finger-width thick. Despite its size, it can support up to 100 stone of weight. A person holding one end of the rope can command it to move 10' per round in any direction, with the rope able to tie and untie itself, wrap around things, or navigate around obvious hazards as commanded. The rope will ignore the orders of anyone who grabs it while it is already commanded.

Rope of Binding

Base Cost 50,000gp: At-Will (concentration) 2nd level effect. Apparent Value 20gp.

This short 3' length of white rope is woven through with thin cords of gold and silver. By pulling the rope taut and speaking a command word, the rope bearer can attempt to bind a living creature within 90'. The target must make a Paralysis saving throw. If the save succeeds, the target feels its skin momentarily tighten on its bones, but the feeling passes. If the save fails, the target is **paralyzed**, becoming **helpless** and **mute**, falling from the sky if flying and likely to begin **drowning** if swimming. The paralysis lasts until it is **dispelled** or until the rope bearer stops concentrating.

Saddle Blanket of the Steppe

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 30gp.

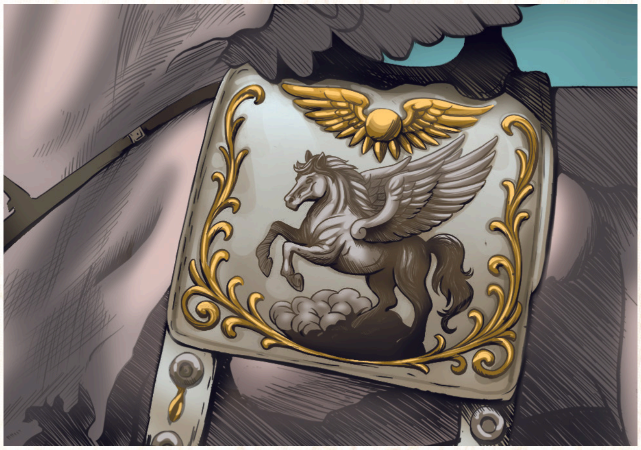
This small rectangular saddle blanket is brightly colored, with red, blue and white wool woven into a traditional Skysos pattern which ripples out from its center. A light, medium, or heavy horse equipped with the saddle blanket gains the sturdiness of a steppe horse: it can force march for 1 day without penalty, plus 1 additional day for each point of CON bonus. A steppe horse equipped with such a blanket can force march for 1 additional day without penalty.

Saddle of the Aerophract

Base Cost 264,000gp: 2 Permanent (1/hour) *Deflect Ordinary Missiles* 3rd level effects 36,000gp each; 2 Permanent (1/hour) 2nd level effects (weather immunity) 24,000gp each; 2 Permanent (1/hour) 1st level effects (conditional AC bonus) 12,000gp each; 2 Permanent (1/hour) 5th level effects (breath weapon immunity) 60,000gp each. Apparent Value 3,000gp.

This famed white leather military saddle is adorned on each side with a shining platinum pegasus soaring beneath a gleaming golden winged sun, each two-pair of outstretched wings in perfect alignment. Pluton tells that the cost to raise and field Audarius Ulkyreus's illustrious pegasi cavalry brigades was accounted at over 5,000 gold talents, more than might be found amidst the hoards of hundreds of dragons; with so much already invested, the Tarkaun spared no expense to commission this mark of office for the commander of his prized aerophracts. As with many famed Imperial relics, this greatest of sky-saddles was lost in the Imperial civil wars, said to have been borne away upon the last Auran war pegasus when the final aerophract commander was stricken from the sky.

The saddle's rider can soar untouched over the slings and barbs of armies, with mundane missile attacks aimed at the rider or his mount deflected away to automatically miss, as the spell *deflect ordinary missiles*. So too can the rider and mount fly unhindered by wind and storm, incurring no penalty from natural or magical weather conditions to their movement speed or visibility. The pair can nimbly bank and roll to dodge the attacks of other fliers, receiving a +3 bonus to AC against airborne creatures while flying; additionally, they gain **immunity** to breath weapons of all types. While intended for use with a pegasus, with proper strapwork the saddle can be fixed to a mount of up to even colossal size, such as a giant roc or ancient dragon.



Sail of Naurivus

Base Cost 95,000gp: Permanent (turn/level) *Control Winds* 5th level esoteric effect. Apparent Value 500gp.

This cream-colored linen sail is stitched in lively orange thread with a depiction of a dolphin, sacred animal to Naurivus, the god of travel. Light enough to flutter in the slightest breeze, the sail will fit even the tallest mast and rigging. When a **sail of Naurivus** is mounted on the largest mast of a vessel, the vessel's captain can touch the sail and speak a desired wind direction and speed to cause the wind filling the sail to shift by one point of sail or by one speed category each round, as the spell *control winds*. At the captain's discretion, the wind can also affect one or more other vessels within 90' of the sail, allowing him to sail a small fleet in close formation or to blow an enemy vessel away. The captain does not need to concentrate to maintain the wind, only to change the wind speed or direction.

Sail of the Scorpion

Base Cost 15,000gp: 1/day 3rd level effect. Apparent Value 500gp.

This black linen sail bears the sign of a red scorpion, a single drop of green poison dripping from its tail as it readies to strike. Created by servants of Galmorm, Chthonic god of treachery and thievery, these sails are occasionally seen in the possession of various pirate lords, usually changing hands by means Galmorm would approve of. When a **sail of the scorpion** is fitted to a vessel's largest mast, the vessel's captain can touch the sail and speak a command word once per day to create a powerful illusion covering the whole ship, disguising it with the appearance of a typical merchant vessel sailing the same sea. The illusion persists for 1 hour, affording the captain sufficient time to approach or be approached by an unsuspecting victim. It expires immediately if the vessel and/or its occupants attack or are attacked.

Hoist up black and blood-red sail, hemiolas ride the gale.
From Syrnasan seas we come, oars a beating battle-drum.
Hold the course and raise the blade, piracy's our noble trade.
Row, my lads, the Scorpion stings – blood or gold, we'll all
die kings!

Syrnasan Sea-shanty

Sanctified Urn

Base Cost 15,000gp: 1/week *Communion* 5th level esoteric effect. Apparent Value 30gp.

This small ceramic urn is marked with the holy symbol of one of the Empyrean gods, usually either the silver crescent of Istreus, Master of Secrets, or the 7-spoked wheel of Calefa, Lady of Fortune. The urn contains the cremated remains of a saint devoted to the deity. Once per week, by burning a token amount of food in front of the jar as an offering, a supplicant can enter a state of *communion* with the saint, asking and receiving answers to three yes-or-no questions, as the spell. **Sanctified urns** are prized relics of the Empyrean temples and are usually used by devoted worshippers and clergy. Should the urn fall into the hands of an undeserving supplicant, the saint and his god might decline to answer, especially if they deem the subject of inquiry outside their purview.

Sandals of Steady Ground

Base Cost 22,000gp: 2/day not more than 1/hour (periodic with cooldown) 4th level effect. Apparent Value 3gp.

These heavy-soled hobnailed sandal-boots are fashioned of earthy brown leather. The wearer can slam his foot into the ground beneath him to harden the soil and rock. For 1 turn afterwards, spells and effects which cause the ground to burst, spasm, swell, collapse, or turn to mud such as *earth's excrescence*, *earth's mire* and *create chasm* have no effect within a 10' radius around and under the spot struck. The wearer can harden the ground once per day with each sandal, but he must be wearing both for their magic to function. Both sandals cannot be activated in this manner in the same hour.

Sandals of the Straightened Path

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 20gp.

These comfortable leather sandals have their soles stitched with a horse astride an astrolabe. Crafted by the Order of Travelers for the mendicants of Naurivus, the wearer is blessed by the god of travels to walk the world. While traveling overland the wearer will find his feet always pick out the easiest path, discovering a myriad of small shortcuts and avoiding difficult or dead-end trails; at expedition speed he ignores movement penalties due to mud and snow and moves with a speed modifier of ×3/2, as though traveling on a road. The sandals' benefit is realized only during extended overland travel, and does not modify the wearer's combat, running, or exploration speeds. Though their benefit does not extend to the wearer's traveling companions, **sandals of the straightened path** are still prized by explorers leading expeditions, as the added speed enables them to scout around their party, moving ahead, astride, and behind the main body without slowing the pace.

Sash of Sepulchral Service

Base Cost 7,250gp: 1/week *Deathless Minion* 2nd level effect 6,000gp, consume for single charge *Rouse the Fallen* 5th level effect 2,500/2 = 1,250gp. Apparent Value 400gp.

This sash of black silk is embroidered with purple, gold, and silver thread, depicting a wretched hand reaching for a partially eclipsed sun. Once per week, by speaking the command "rise" in ancient Zaharan, the wearer can cause the stitched eclipse to emit a beam of pale light that targets the bones or body of a corpse within 45' he points to. The corpse immediately animates as an undead skeleton or zombie; it will obey his verbal orders for 6 turns and then collapse into dust, as the spell *deathless minion*. By speaking the command thrice, announcing a directive or mission, and gesturing around himself, the wearer can cause the stitched eclipse to emit a diffuse light in a 15' radius around him. Within this radius, mostly-intact corpses of less than 2 HD which were violently slain within the last day begin to animate. The sash can rouse up to 9 zombies per round for as long as the wearer concentrates, as the spell *rouse the fallen*. The newly animated undead obey the announced directive for 9 hours or until **dispelled** or destroyed, at which point they crumble to dust. After rousing a fallen horde, the sash is reduced to scraps of rough grey fabric.

Sash of the Watchman

Base Cost 36,000gp: 3 Permanent (1/hour) 1st level effects 12,000gp each. Apparent Value 70gp.

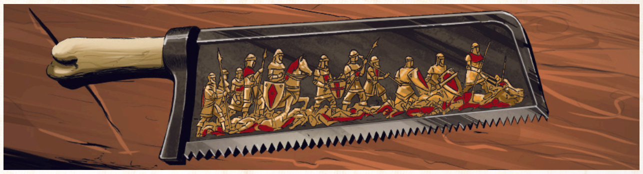
This silk sash is dyed in two long stripes of dark orange and deep blue, suggestive of a sunset in panorama. First made as a token of office for the guard captain of Alakyrum, the sash grants its wearer the benefit of decades of experience in that role. The wearer can maintain a nearly tireless vigil as a sentry or patrol; he does not need to rest for 1 turn per 6 turns of strenuous activity, and when he does rest, he can do so with his eyes open to continue keeping watch without penalty. He readily notices signs of trouble; when making a proficiency throw to search or listen, he succeeds on a 14+ when using the Adventuring proficiency (instead of the usual 18+) or receives a +2 bonus if separately proficient in Searching or Listening.

Saw of Substitution

Base Cost 66,000gp: 1/turn *Repair Disfigurement and Disability* 4th level effect. Apparent Value 250gp.

This large surgical saw has a handle of polished bone and a toothed blade of cold iron, a striking image of a carrion-covered battlefield inlaid upon it in gold, black and red enamel. The saw can be used as an ordinary implement to cut limbs off when amputation is required to save life. Using the saw gives a +4 bonus on Healing proficiency throws to *cure light injury* or *cure serious injury* in mortally, grievously, or critically wounded characters who need healing to survive one of these permanent wounds.

However, the magic of the saw also allows for limbs to be put back on. The saw can be used to re-attach a limb to a stump by holding the saw between the stump and limb and slowly sawing in reverse for 1 turn. The condition of the stump has no effect on the magic – it can be fresh or old, bleeding or cauterized, without mattering. However, the condition of the limb matters a lot. The recipient must roll on the Tampering with Mortality table when the limb is reattached. The following modifiers apply: +5 if recipient is still alive; +4 from the caster level of the saw; and ±WIL modifier of recipient. Rather than the other modifiers for the state of the creature's life, body, and soul, apply a -1 penalty for each full hour since the new limb was separated from its previous owner. Attaching a limb does not repair any damage or problems the limb may have nor does it transmogrify the limb to make it fit the recipient. Thus, attaching an arm that is missing its hand leaves the recipient missing a hand and attaching a lame leg leaves the recipient lame. Likewise, attaching a dwarf leg to a human torso, attaching a right arm to a left stump, or attaching a forearm to a knee will lead to serious complications. The Judge should assign permanent wounds or side effects to simulate the effect on recipients who receive damaged or incompatible limbs.



Scales of Judgment

Base Cost 5,000gp: 1/day 1st level effect. Apparent Value 50gp.

This bronze statera consists of a set of pans hanging suspended from either end of a balance beam pivoting on a sturdy stand. The hammer of Türas is visible embossed with gold leaf on the two hanging pans. In normal use, the statera can smoothly and reliably measure the weight of objects placed in balance. Once per day, however, the statera can measure the metaphysical characteristics of objects instead. To activate its power, a user must first invoke the judgment of the Marshal of Justice with a prayer. He can then place an object weighing 1 stone or less in the right pan; in the left, he can set either a dagger, a flower, or a cup of wine. The statera then judges whether the object has a particular property, revealed by the tilt of the balance against the opposing weight. The properties the statera can judge are identical to those discerned by the spells *discern evil*, *discern magic*, and *discern curse*. Instead of the object glowing, the balance tilts against it. An object weighed against a dagger is judged for its maliciousness, dropping down if it is evil; an object weighed against a flower is judged for its ability to inspire wonder, plunging down if it is magical; and an object balanced against a cup of wine is judged for its tendency to lead to misfortune, dragging down if it is **cursed**. Once activated, the statera can judge the properties of one object per round for up to 1 turn, for a total of 10 objects per day.

Scales of Worth

Base Cost 5,000gp: 1/day 1st level effect. Apparent Value 25gp.

This silver statera consists of a set of pans hanging suspended from either end of a balance beam pivoting on an elegant stand. The 7-spoked wheel of Calefa, the Lady of Fortune, is engraved on both hanging pans. In normal use, the statera functions smoothly and precisely to compare the weights of objects in the pans. Once per day, the statera can measure value rather than weight. To activate the statera's power, a user must speak the command word, causing Calefa's wheels to glow as with reflected moonlight for the next 3 turns. While the effect lasts, gold, gems and magic items can be piled in each pan in excess of its normal capacity, up to five stone each. The pan containing the more valuable group of items will tilt down; the pans will remain evenly balanced if the value of their contents is equal. For instance, if 5,000cp is placed in the left pan, and a tiny diamond worth 250gp is placed in the other, the tiny diamond's pan will "weigh" more. The contents of the pans can be changed once per round during the duration of the effect; repeated measurements of an object of unknown value against various counterbalances of known value can eventually determine the unknown value. Given sufficient availability of coins, gems, ingots and magic items of appropriately incremental value, an item's value can be determined to within 5% after 1 turn of diligent measurement. Magic items are always evaluated by the scale in terms of their base cost, while actual sale price will vary based on the item's provenance.

Scarab of Death

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 300gp.

Hanging from a tarnished silver wire chain, this **cursed** green agate amulet has its top carved as a scarab beetle, while its flat-faced bottom is minutely engraved with a short prayer for the safety of the wearer. However, the prayer has been worn off in places, leaving behind a message that inverts its meaning. When the wearer is subject to a **curse** or **death** spell or effect which allows for a saving throw, the Judge should secretly roll a 1d6; on a result of 1-4, the scarab activates and causes the wearer to suffer a -3 penalty on his saving throw to resist the effect. The agate crumbles into dust after being triggered, only ever potentially dooming a single victim.

Scarab of Life

Base Cost 24,000gp: 12 charges *Death Ward* 4th level effect. Apparent Value 300gp.

Hanging from a silver wire chain, this green agate amulet has its top carved as a scarab beetle, while its flat-faced bottom is minutely engraved with a short prayer for the safety of the wearer. The scarab protects its wearer from all **curse** and **death** spells and effects, including the enervation of certain demons and undead, as the spell *death ward*. It is a charged item and will eventually run out; each spell or effect blocked expends a charge from the scarab, which is found with 2d6 charges remaining. The agate crumbles into dust when its last charge is spent.

Scepter of Sacred Power

Base Cost 30,000gp: 1/day 6th level esoteric effect. Apparent Value 1,200gp.

This dawn redwood scepter is topped by a winged sun of wrought gold and imperial topaz, the holy symbol of Ammonar. Once per day, by speaking the scepter's command word, a Lawful divine spellcaster can boost his divine power for 1 turn. His spells are cast as if 4 class levels higher and, if able to rebuke undead, he can do so with a proportional increase in ability (e.g., a 9th-level crusader can rebuke as a 13th-level crusader; a 6th level priestess with Bright Lore of Aura, normally able to rebuke undead as a 3rd level crusader, can rebuke as a 5th level crusader). No additional spells are gained, but the spells known are cast with increased damage, range, duration, and so forth where such details vary with the caster's level.

Scepter of Spell Shattering

Base Cost 110,000gp: Permanent (1/hour) *Spellward Other* 4th level effect 48,000gp; Permanent (1/hour) 1st level effect 12,000gp; At-Will (concentration) 2nd level effect 50,000gp. Apparent Value 5,000gp.

The tome *Lesser Houses of Old Kemesh* details the story of the great mage Ilge, said to be able to counter any threat with his magics, but bearing a tormenting fate: that he would one day be cast down by a mage cleverer than himself. He fashioned a mighty scepter to circumvent this future, allowing him to brush aside the magic of others while keeping his own spells unassailable. Ilge is said to have never lost a contest of arcane might after creating his scepter, dying unchallenged in magical prowess after a rival bribed his guards to slay him with their entirely mundane swords.

The gold-plated scepter that Ilge created is topped with a large sapphire, the gem flanked by a lattice of silver wire holding two smaller diamonds. Its wielder can point the scepter at a creature or object to *counterspell* it, as the spell. When casting the scepter's *counterspell* or any other spell that requires an attack throw, the wielder's attack throw is determined using the fighter progression; if he already uses the fighter progression, he gains a further +1 to hit.

The scepter's wielder is protected from spells, spell-like effects, and elemental effects, by a *spellward* with seven layers. When the wielder makes a saving throw against a spell, elemental effect, or spell-like effect, he can expend one or more layers of the spellward to gain a +1d4 bonus per layer to the saving throw. After the saving throw (if any) is resolved, the wielder can expend one or more layers of the spellward to reduce the damage by 1d4 points per layer. If the damage is reduced to 0 or less by the spellward, the wielder does not suffer an interruption of concentration or other effects that may accrue upon being hit. If the wielder is subjected to a *counterspell* or *dispel magic* spell, he can expend one or more layers from the ward to increase his effective caster level by 1d4 per layer, making it harder to dispel his magic. The scepter regains expended layers at a rate of two per turn.

Scepter of the Monkey King

Base Cost 200,500gp: 2 Permanent (1/hour) 6th level effects 72,000gp each; Permanent (1/day) 5th level esoteric effect 37,500gp; Permanent (turn/level) 1st level esoteric effect 19,000gp. Apparent Value 8,000gp.

This sweet-smelling 4' long sandalwood scepter is crafted to appear as a tree with minuscule carvings of monkeys and their affairs along its length, their minute scale placing the depicted tree as a quarter mile tall. At the top of the tree is what can only be described as a monkey royal court, one magnificent specimen standing half again as tall as the rest holding what appears to be the same scepter; in front of this monkey king other primates lie prostrate, while behind him is piled a truly enormous mound of bananas.

This strange symbol of power entered the known world upon the canoe of a madman who was brought into Arganos on the tides. Between fits of nervous laughter the man spoke of a land of monkeys far to the east, beyond the rising sun; he claimed to have been made the king of this land in recognition of his valor and wisdom. The best efforts of scholars and sailors alike failed to find any proof of the land beyond the canoe and its contents: the man, small emptied barrels of what the man claimed to be banana liquor of the highest grade, and this magnificent scepter: a relic of a world unknown.

The bearer of the scepter can freely converse with all monkeys, apes, and other primates (*not* including humans and demihumans), as the spell *speak with beasts*. He interacts with primates as if he has the Mystic Aura proficiency, gaining a +1 bonus to reaction rolls and causing them to act as if **bewitched** while in his presence on a roll of 12+. He can recruit monkeys or other primates as henchmen, in the same manner as the Beast Friendship proficiency; if he already has the Beast Friendship proficiency he can recruit an additional henchman, as long as at least one of his henchmen is a primate. Monkeys going into battle alongside their would-be king are warded from bow, blade and bite: all allied primates within 15' of the wielder have both mundane melee and mundane missile weapons deflected away to automatically miss, effectively receiving the benefits of the spell *deflect ordinary weapons*. Attacks made by silver weapons are not deflected, however.

Scepter of the Mud Emperors

Base Cost 196,000gp: Permanent (1/hour) *Water Walking* 3rd level effect 36,000gp; 1/hour *Earth's Mire* 5th level effect 40,000gp; 1/hour *Earth's Hardening* 5th level effect 40,000gp; 1/hour *Earth's Movement* 6th level esoteric effect 48,000gp; 1/hour *Weave Water* 4th level effect 32,000gp. Apparent Value 5,000gp.

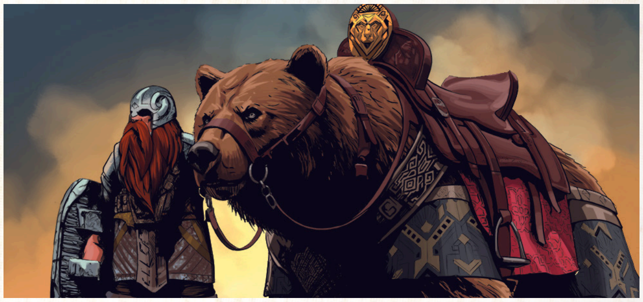
The Zhayedani Scrolls speak of a strange archipelago south of the Narrow Sea, where earth and rock dragged up from the seabed were formed into rings of islands centered around a lonely tower painted with the colors of the sky. A succession of mad arcanists purportedly ruled from that tower, reshaping their "mud empire" on a whim, with islands raised, lowered, or moved to form arcane sigils only comprehensible to the ruler. The location of this archipelago, if it ever truly existed, is now unknown; the Scrolls attest that the archipelago's final ruler, Im-Lugal, sank the entire island chain beneath the surface in an attempt to claim mastery of the seas. Some sailors in recent centuries have claimed to see blue-painted stone emerging from the water, and the Tower of Knowledge retains what seem to be saner fragments of writings from the so-called "mud emperors". The most credible of these fragments describes a powerful scepter passed down between successive generations of these mages, containing much of their power.

The 4' scepter is plated in platinum, with a spiraling pattern of blue and orange-brown gems depicting a confluence of water and earth. Its bearer can walk upon the tides, as the spell *water walking*, and can direct the waters where he wishes as the spell *weave water* once per hour. He can reshape earth and stone at his leisure, turning stone to mud as the spell *earth's mire*, mud to stone as the spell *earth's hardening*, or moving mud and other loose earth as the spell *earth's movement*; each power can be used once per hour. For rock created by *earth's hardening*, only the last nine areas affected are maintained perpetually, with older areas reverting to earth unless originally created from rock by an *earth's mire* spell.

Seat of the Bearmaster

Base Cost 15,000gp: 1/day *Call of the Wild Bear* 3rd level effect. Apparent Value 200gp.

While dwarves have little love for horses, bears are a different matter, with dwarven affinity for the creatures dating back millennia. This hard war-saddle is sized and shaped for use on a bear. A short poem in Dwarvish praising the valor of bears is embossed forward of the seat; reading it aloud in a boastful tone while touching the saddle will call a **brown bear** (see ***ACKS II Monstrous Manual*** p. 44) to serve the user. If called in a hex of its native terrain (e.g. forest, hills, or mountains), the bear will arrive in 1d6 turns, otherwise taking an additional 2 hours of travel per 6 mile hex to arrive from the nearest suitable terrain. Upon arrival, the bear will allow the saddle to be attached, understanding the reciter's speech and serving him faithfully as though it were a trained war mount. The bear departs if dismissed or left unsaddled for 1 day. If the bear departs, is slain, or is **dispelled**, the saddle can call a new bear after 1 day passes. Most such saddles are sweat-stained from their hairy mounts, but a seat which has ever had its enchantment dispelled while being ridden is likely also heavily stained in blood (and usually has other substantial damage).



Seat of the Storyteller

Base Cost 57,500gp: At-Will (concentration) 2nd level effect 50,000gp; Permanent (1/day) 1st level effect 7,500gp. Apparent Value 200gp.

This wooden folding chair is artfully made in the elven style, its joints and hinges concealed with inset carvings of wild places, wise men, and wondrous creatures. When set in place, the seat becomes shrouded in illusion, appearing to sight and touch as a great throne of stone and/or metal appropriate to its environs. Whoever sits upon the throne can create powerful dynamic illusions in its vicinity, producing visual, auditory, olfactory, tactile and thermal components in a 40' cube centered on the seat, as the spell *spectral figment*, but limited in range and ending a single round after his concentration ends.

Second Sun

Base Cost 100,000gp: Single charge 8th level ritual effect. Apparent Value 50gp, but obviously magical.

The lid of this ceramic jar is sealed in four places by the mark of a forgotten mage. Faint light leaks out around the rim, as if the contents within were aflame. If the jar is opened outside at night, the light inside will streak upwards and come to rest in the sky, illuminating the land for 3 miles around it (one 6-mile hex) as bright as full daylight. At dawn, when the normal sun rises, those in the area will see the second sun flee westwards and disappear past the horizon. This light counts as sunlight for purposes of harming vampires and similar creatures.

Seismic Horn

Base Cost 66,000gp: 1/turn 4th level effect. Apparent Value 700gp.

This aurochs horn is encircled by ruddy gold bands depicting a succession of erupting volcanoes. Blowing the horn produces a blast of sound, forming a cone 100' long and 20' wide at its far end. Each creature caught in the blast suffers 3d6 ◠ damage and is **deafened** for 2d6 rounds; a successful Blast saving throw prevents the deafness and half the damage. Structures caught in a blast will suffer similar damage; a small wooden structure may be destroyed in one blast or a thick stone wall in several. The horn can be blown once per turn.

> *Now Baal stood at last before the white walls of Aura; and to his lips he raised a horn of auroch bound with gold.*
>
> Tatian, *Epic of Audarius Valerian*

Seismic Sandals

Base Cost 38,250gp: Choice of 2/day not more than 1/hour (periodic with cooldown) *Create Chasm* 3rd level effect 16,500/2 = 8,250gp or 1/day 6th level effect 30,000gp. Apparent Value 3gp.

These thin leather sandals are dyed the color of dry red earth. Their wearer is granted the power to collapse the ground with his very step. By stomping the ground with one foot and pointing to an area of unworked rock and earth within 90', he can create a 10' deep chasm up to 500 square feet in area (typically 25' diameter circle), as the spell *create chasm*. The wearer can create such a pit once per day with each sandal, but he must be wearing both for their magic to function. Both sandals cannot be activated in this manner in the same hour.

However, if the wearer has not yet stomped with either foot that day, he can stomp with both at once. By leaping into the air and striking the ground with both sandals at once while pointing to an area of unworked rock and earth within 90', he can create a 10' deep crater up to 1,200 square feet in area (typically a 40' diameter circle).

Whether he creates a small chasm or a large crater, the effect is equally perilous on nearby creatures. Each creature caught in the collapsing area must succeed on a Blast saving throw or fall into the chasm, suffering 1d6 🔨 damage if not otherwise protected. The chasms and craters created by this spell can be re-filled manually, but otherwise they last until the effect is **dispelled**, until the wearer dies, or until the wearer decides to stop sustaining it at the start of his initiative. When the effect ends, if the chasm has not been filled manually, the earth bubbles upward violently and reforms. Each creature within the chasm must make a Blast saving throw; if the save succeeds the creature is safely deposited on the surface, but if the save fails the creature suffers 1d6 ◠ damage from the roiling tremor before being deposited on the surface and knocked **prone**. The sandals can maintain up to 11 chasms and craters at once.

Seven-League Boots

Base Cost 350,000gp: 1/7 chance of expending item = 7 charges *Seven-League Stride* 7th level ritual effect. Apparent Value 5gp.

These tall leather boots feel particularly roomy inside, as though giant feet had once stretched them out. The wearer can name a destination known to him (either from an accurate map, first-hand visit, *scrying*, etc.) and stomp the ground to travel towards the destination at great speed, traversing seven leagues (21 miles) with every stride while carrying up to his full encumbrance load, as the ritual spell *seven-league stride*. Though very fast, the journey is not instantaneous. To calculate the number of rounds required for the trip, divide the distance in miles to the destination by 210. For instance, if the destination is 1,680 miles away, the wearer will arrive 8 rounds after he sets out. The wearer only dimly perceives his surroundings during his journey, as the terrain features pass by in a blur of speed, and thus might lose his way. The wearer must make a Navigation proficiency throw to avoid getting lost (affected normally by the terrain at the designated location; see ***ACKS II Revised Rulebook*** p. 275). If the throw fails, each point by which the throw was missed increases the actual time passed by 25%. After each use of the boots there is a 1-in-7 chance that their enchantment is extinguished (roll 1d8, rerolling any result of an 8).

Shadow Slippers

Base Cost 12,000gp: Permanent 1/hour 1st level effect. Apparent Value 40gp.

These shoes are of well-stitched black leather with no visible seams; an observant eye will notice that the wearer maintains a single, distinct shadow even while multiple light sources are present. At the wearer's bidding, his shadow will separate from him and move about at a combat speed of 20' per round to perform a variety of simple tasks on his behalf. His materialized shadow is mindless and cannot fight, but it is **immune** to mundane damage, can open doors, clean, carry up to 2 stone, pull 4 stone across a smooth surface, or exert 20 lbs of force to trigger certain traps. If the materialized shadow is ever more than 30' from the wearer or takes 6 extraordinary damage it will immediately abscond, slinking back after 6 turns to rejoin its owner again.

Shadowcowl Robe

Base Cost 5,000gp: Permanent (1/turn) cantrip effect. Apparent Value 100gp.

This dark robe has a deep-cowled hood. When the hood is pulled up, nothing can be seen within save empty blackness – the wearer's face is hidden in shadow, preventing his face from being recognizable and making it impossible to use the Lip Reading proficiency to make out his words. The wearer's vision is not affected by the shadow of the hood.

Shard of the Logos

Base Cost 131,000gp: Permanent (1/turn) 6th level esoteric effect 150,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 4,000gp.

The incredible clarity of this large pink sapphire allows a greater wonder to be seen within: an impossibly complex web of metal, each strand so thin as to be almost imperceivable. The sapphire, in truth a **shard of the Logos**, can be implanted within the brain of a living, corporeal creature of bestial or semi-sapient intelligence to grant it sapience equal to that of a man. Implanting the shard requires 1 day of dedicated activity by a chirurgeon (with Healing 3) or veterinary surgeon (with Animal Husbandry 3), at the end of which the surgeon must make a proficiency throw of 4+.

If the throw fails, problems arose that prevented the shard from being implanted, and the subject must make a Death saving throw. On a failed save, the subject died during surgery. On a successful save, the subject's brain was merely damaged during surgery. Each day thereafter, the subject must succeed on a Spells saving throw or temporarily suffer dementia; during this time it forgets all training and tricks, no longer recognizes its trainer or handle, and doesn't count as tame. Once dementia sets in, the effect lasts for 1d6 days. The surgery cannot be attempted on it again unless the subject's permanent injury to its brain is repaired by magic.

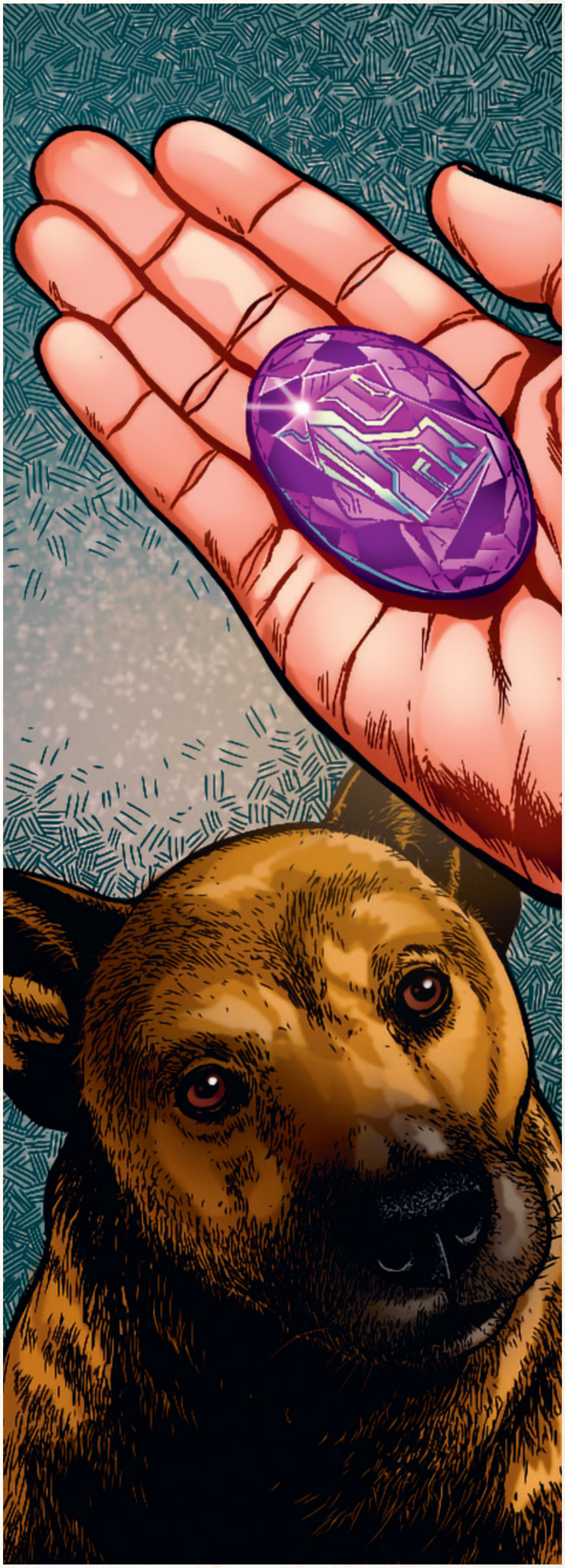
If the throw succeeds, the surgeon successfully implanted the shard. Successful implantation means the shard remains within the subject's brain for the rest of its life; removal is invariably fatal. After the scars heal, the only external physical indication of the shard's presence is a bright pink added to the creature's eyes. The creature gains sapience comparable to that of a 0th level adult human. The creature's new awareness is an extension and elaboration on its past life, to the same degree that adulthood is to early childhood; memories persist but their relevance lessens. If raised, tamed, or trained by sapient creatures it will understand the language most frequently used in its past, and can speak it to the degree its physical form permits. If previously kept as an animal henchman it may begin with the Adventuring proficiency, or other proficiencies the Judge deems appropriate to its prior life; it can otherwise learn proficiencies as a human might, with experience and training. A creature of high INT gains the intelligence of a high INT sapient, while one of low INT retains its low INT as a sapient, so literacy will come easier to those of INT 9 or higher than those below, who would have to take the Language proficiency to become literate.

The divine spark carried with the **shard of the Logos** is sufficient to raise even a creature as enormous as a sperm whale to sapience. A grandmaster with 4 ranks of Craft (gemcutting) who dedicates 1 day can chisel the shard into smaller pieces for implantation into smaller creatures. A Colossal or Gigantic creature requires the entire shard, a Huge or Large creature requires one-half of the shard, and a man-sized or smaller creature requires one-third of the shard. Each piece must be implanted separately. Once broken, the shard must be implanted within 7 days or its magic will fade away and be lost.

Shepherd's Crook

Base Cost 1,200gp: 3/day not more than 1/hour (periodic with cooldown) cantrip effect. Apparent Value 70gp.

The crook of this shepherd's staff is coated with a layer of burnished brass, with a small line of varied paw and hoof prints carved down the length of the wood. Crooks of this kind were given as gifts by Krysean kings to those who raised fine steeds worthy of royalty, sheep of the finest wool, or cattle suitable for important sacrifices. Thrice per day (but not more than once per hour), by tracing the staff in a circle on the ground for 1 turn, the bearer can locate a domestic animal within 3 miles (within the same 6-mile hex). The staff will then momentarily indicate the animal's direction and approximate distance, which the bearer will understand if he succeeds on a 4+ proficiency throw, or on a 2+ if he has at least one of the following proficiencies: Animal Husbandry, Animal Training, or Beast Friendship. The bearer can look for either a particular kind of domesticated animal (e.g. "a camel" or "a barn cat") or for a particular individual (e.g. "my goat with the twisted left horn" or "Patchy"). If the livestock deliberately escaped rather than wandering off or getting lost, it can resist being located with a successful Implements saving throw.



Shroud of Dusty Decedents

Base Cost 8,250gp: 1/turn *Destroy Dead* 1st level effect 16,500gp; 1/turn drawback (reduced range) 1st level effect -16,500 to max half cost = -8,250gp. Apparent Value 80gp.

This sheer white sheet is patterned around its edge with interlocking white circles. If the shroud is used to cover an inanimate skeleton or cadaver the remains instantly crumble to dust, as the spell *destroy dead*. If the shroud is used to successfully strike or cover an animate undead **skeleton** or **zombie** of less than 9 HD, the undead will likewise crumble to dust unless it succeeds on a Death saving throw. The shroud can attempt to destroy at most one body per turn.

Shroud of the Unblemished Soul

Base Cost 52,500gp: Choice of Permanent (1/day) 2nd level esoteric effect 15,000/ 2 = 7,500gp or Permanent (1/day) *Torpor* 6th level esoteric effect 45,000gp. Apparent Value 1,500gp.

This thick burial shroud measures 8' long by 4' wide, with deep purple, orange, and blue threads woven into a depiction of a sunset bordered by intricate geometric patterns. The shroud forms a liminal boundary between life and death, keeping a recently deceased creature in the twilight of its final day or keeping an undead creature in the deathless slumber of torpor. To activate its magic, the shroud can either be draped over a coffin, casket, sarcophagus, etc. containing a corpse or undead creature; or it can be laid directly over the corpse or undead creature inside its tomb, barrow, crypt, etc.

If placed on a corpse or corpse's coffin, the shroud will preserve the corpse from decay; the deceased creature remains eligible to be raised from the dead by spells such as *restore life and limb* as if no time had passed while under the shroud, regardless of the true date of death. If placed on an undead or undead's coffin, the shroud will put the undead into *torpor*, as the spell. The undead will neither decay nor need to feed as it sleeps through the ages. The torpor lasts until the undead's resting place is disturbed or a condition spoken aloud during the shroud's placement is met. An undead unwilling to enter torpor can resist the effect with a successful Death saving throw. If the shroud is used to cover multiple corpses or undead, it will only affect the largest.

Shrunken Cement

Base Cost 2,000gp: Single charge 4th level effect. Apparent Value 0gp.

Found in a small canvas pouch waterproofed with wax, this powdered cement instantly expands and hardens when it contacts water, forming a great mass of concrete. Up to 1,000 cubic feet of concrete will be created, replacing an equal volume of water; concrete cannot be formed more than 1" above or otherwise away from the water it replaces. The construction can be readily shaped by the user's will during application but no portion can be less than 1' thin and some portion of the structure must be supported by the river's banks or riverbed or otherwise be in contact with the ground – the concrete will not simply float. Once created, the concrete lasts for a month or until **dispelled** or **disintegrated**. It is vulnerable to damage as stone.

Skull of the Second Glance

Base Cost 25,000gp: At-Will (concentration) 1st level esoteric effect. Apparent Value 100gp.

This human skull lacks its jaw and teeth. The remainder is carved with a labyrinth, the path starting at one eye socket and covering every inch of the skull before reaching the other. By looking into the eye sockets and concentrating, the user can see through the eyes of a living humanoid target within 180'. The user must know the general distance and direction to the desired target, but line of sight is not required. The skull's power can be blocked by a thin barrier of gold or lead, however. The target receives no saving throw to resist the effect, and is unaware that the skull's user is seeing through his eyes. The effect continues so long as the user concentrates and the target remains in range.

Skysteel Helm

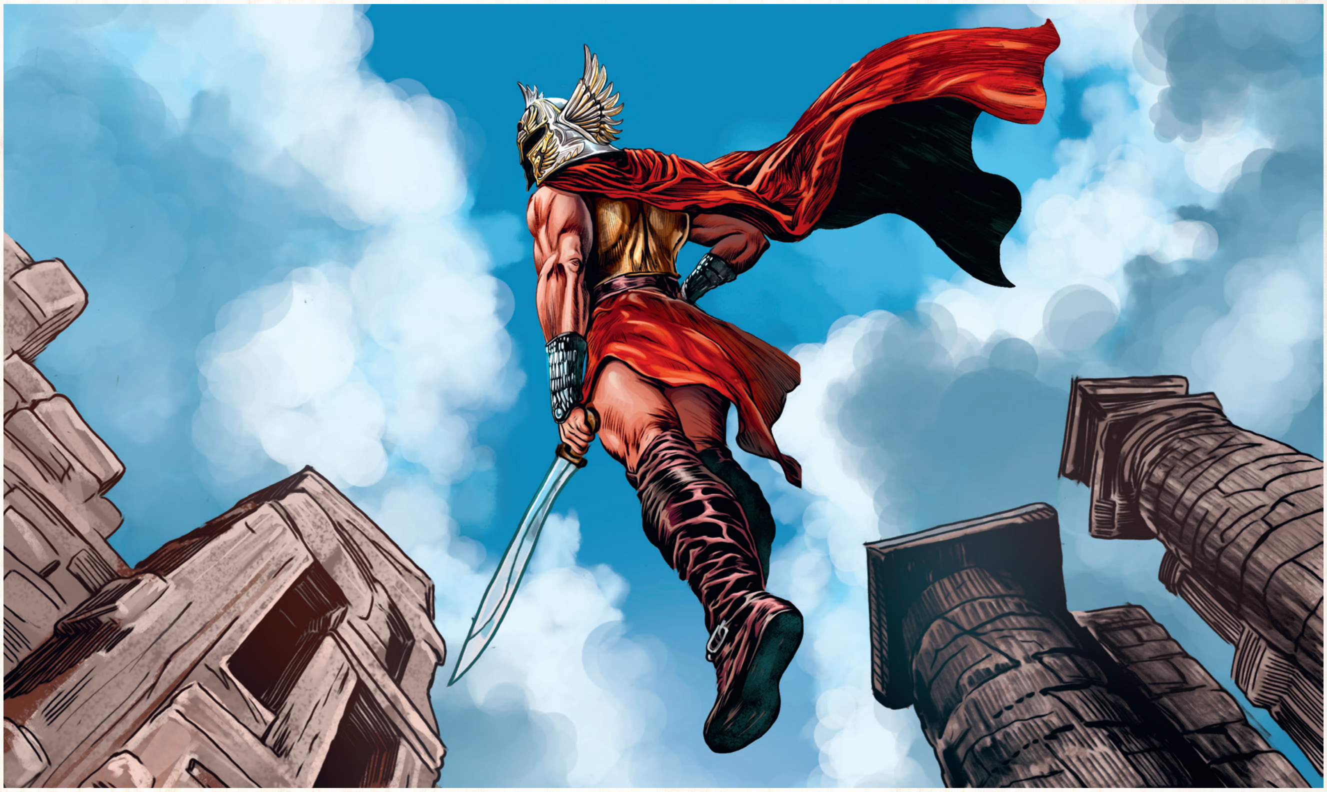
Base Cost 474,000gp: 4 Permanent (1/hour) 3rd level effects 36,000gp each; Permanent (1/turn) 6th level effect 150,000gp; Permanent (turn/level) *Flight* 3rd level effect 57,000gp; Permanent (1/hour) 2nd level effect 24,000gp; Permanent (1/hour) 1st level effect 12,000gp; Permanent (1/day) 5th level esoteric effect (recon) 37,500gp; 1/turn *Invisibility* 3rd level effect 49,500gp. Apparent Value 3,000gp.

This open-faced helmet is made from the purest steel, polished until it shines as bright as the Empyrean Heavens. Feathered wings, sculpted from platinum and outlined with subtle traces of gold, frame the sides of the helm and give its wearer a heroic mien. The wearer of the helm is shielded by mighty magics so that he might lead the forces of Law without falling in battle. He is **immune** to mundane bludgeoning, piercing, poison, and slashing damage; he is **resistant** to extraordinary damage of these kinds, suffering only half damage and gaining a +2 bonus on associated saving throws. Spells of 3rd level or lower cannot affect him, regardless of source.

The helm's wearer can dash through the air as normal men tread upon the earth. He gains a combat flight speed of 120' per round and an exploration flight speed of 360' per turn, as the spell *flight*. He enjoys not only an eagle's high vantage, but also its hallmark vision: he sees eight times further than normal, which reduces his penalty to missile attacks at medium range to -1 and at long range to -2. He is able to observe his foes unseen: up to once per turn, he can touch the helm's brow to become **invisible** for the entire following day, as the spell *invisibility*; the effect ends when he casts a spell, attacks a creature, or is **dispelled**.

The wearer gains an instinctive insight for maneuvering armies into positions of advantage, receiving a +1 bonus to his strategic ability when commanding troops. He is able to perform a **cunning and flexible reconnoiter**: when he leads the scouting or screening units of an army, or leads the army as a whole, the army treats any opposing army as if it were one row more proximate on the Results of Reconnaissance Rolls table. If the opposing army is already in the same 6-mile hex, then the army treats its degree of success as one column better instead. Any opposing army treats the wearer's army as if it were one row less proximate for reconnaissance results, or if already at maximum distance, as if its degree of success were one column worse.

Most of what is known of the **skysteel helm** comes from the *Rigna Sen*, an epic Elven poem purported to date to before the Day Without Night. The *Rigna Sen* speaks of an inspiring figure in a winged helm, "Türas's champion on the earth, a man of resolve, beloved by the heavens, cunning enough that he could approach the sun at night." This champion was weathered by the centuries, his face growing worn but not weary, his eyes the color of the clear sky and his beard the white of the calmest clouds. The *Rigna Sen*'s last mention of the helm comes when Türas's champion and his army were locked for seven days in battle with a wretched army of Chaos led by Bel's champion, the wearer of the **blacksteel helm**. The **skysteel helm** is thought to have been forever lost to the



cataclysmic events of the Day Without Night, but if such a relic of mythic prehistory has survived, it would allow a leader who discovered it to safeguard entire kingdoms.

Slippers of Silence

Base Cost 37,500gp: 1/3 turns *Inaudibility* 3rd level effect. Apparent Value 200gp.

These slippers are decorated with turquoise and pearl beads, all bound so tightly that nothing scrapes or shakes. By tapping the tip of each shoe to the ground, the wearer can make himself and his carried possessions noiseless, as the spell *inaudibility*. The wearer is considered **sneaking** for up to 1 day. The noiselessness ends early if the wearer speaks, suffers damage, fails a saving throw, or casts a spell, but he may activate the slippers' power again after 3 turns pass.

Slippers of Sky Dancing

Base Cost 38,000gp: Permanent (turn/level) *Flight* 3rd level effect 57,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 60gp.

These blue velvet slippers are embroidered in golden thread with the outlines of fluttering butterflies. The wearer can elegantly soar through the air at a combat speed of up to 120' per round, modified by encumbrance. However, the slippers require constant motion to remain aloft. Each round the wearer must move at least half her combat speed while airborne or plummet from the sky at the end of her initiative, taking 1d6 🔨 damage per 10' fallen if she hits ground.

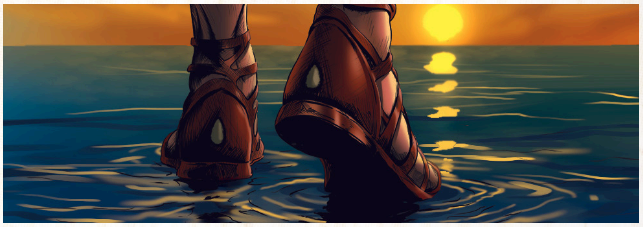
The necessity to remain in motion circumscribes the wearer's choice of actions. The wearer can attack without penalty, but if she didn't move at least half her combat speed before attacking (e.g. because she was **engaged**), she falls. The wearer can maintain concentration on spells she has cast while staying aloft by moving 60' per round. However, casting new spells, maintaining stationary concentration, or performing full-round actions tasks that require hovering in place (such as lockpicking, searching, trapbreaking, or spiking doors) is incompatible with the slippers' continued flight.

A wearer proficient in Acrobatics can remain aloft even if engaged by successfully using her movement action to tumble past an opponent. A wearer proficient in Performance (Dancing) can remain aloft in the same location each round by using her movement action to dance in place, which also permits her to avoid falling while fighting. (However, since it requires a movement action, the wearer still cannot dance in place when taking a full-round action like spellcasting.)

Slippers of Water Striding

Base Cost 48,000gp: Permanent (1/hour) *Water Walking* 3rd level effect 36,000gp; Permanent (1/hour) 2nd level effect (vertical movement) 24,000gp; Permanent (1/hour) 1st level drawback (waterfalls only) -12,000gp. Apparent Value 30gp.

These red leather shoes bear no markings beyond a simple teardrop branded at the base of each heel. The wearer can walk on water as easily as solid land, as the spell *water walking*, with the depressions of his footsteps momentarily visible in the water and filling a few steps after his passage. He can walk up or down the rivulets of waterfalls, waterspouts, waves, cascades, and other types of gushing or vertically-flowing water at a rate of 20' per round, regardless of the slope or current.



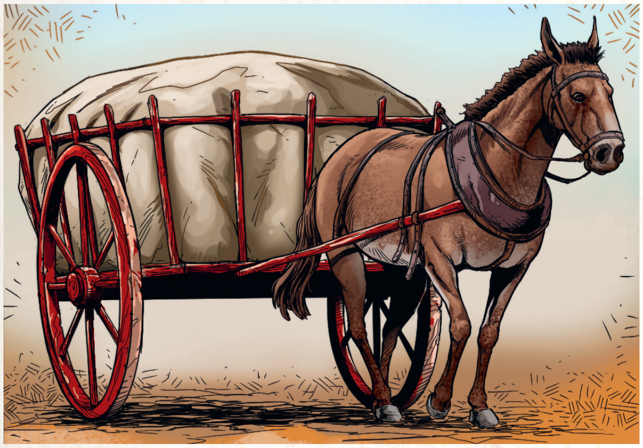
Smuggler's Cart

Base Cost 24,000gp: 3/day not more than 1/hour (periodic with cooldown) 4th level esoteric effect. Apparent Value 100gp.

The bed of this small wooden cart measures 8' long and 4' wide, while its sidewalls stand 2.5' tall. Its smooth wood carries a deep red stain that protects it from the elements; dust and mud slides off it easily, allowing a thorough cleaning in minutes that for a mundane cart might take hours. The cart can be pulled by one or two mules. If pulled by only one mule, it can transport up to 50 stone at 60' per turn, or up to 75 stone at 30' per turn. If pulled by two mules, it can transport up to 100 stone at 60' per turn, or up to 150 stone at 30' per turn.

The cart has a 5-in-6 chance to be found with a waterproof canvas tarp suitable for covering its bed – and such a tarp, or similarly sized covering, is required for the cart's true function. When a tarp is laid over the cart and fastened such that the cart's contents are hidden from view, any creature within 30' of the cart can speak its command word to switch the cart's contents with those of an extradimensional space. The extradimensional space is the same dimensions as the cart's bed and sidewalls, and can hold up to 75 stone. If otherwise empty, the space contains enough air inside for a single person to breathe for 36 turns; multiple people in the space divide that time by the number present. The air is refreshed with each swap of contents. From within, the walls of the space appear as a night sky, blurred and seen at great distance, and feel like cold, unbreakable stone.

Although the contents of its extradimensional space are hidden from view, they still weigh down the cart. Calculate the cart's encumbrance and speed by adding the weight of the contents in the cart's mundane bed and its extradimensional space. For instance, if the cart is pulled by two mules while laden with 25 stone of goods in its bed and 75 stone in its extradimensional space, it has an encumbrance of 100 st and moves at 60' per turn; but if it has 50 stone of goods in its bed and 75 stone in its extradimensional space it would have an encumbrance of 125 stone and move at 30' per turn. The cart can swap its contents with that of the space three times per day, but not more than once per hour. An attempt to swap an overfull cart that would put more than 75 stone into the space will fail entirely. Successfully **dispelling** the cart will return the contents of the space to the cart's bed in a haphazard manner, and the destruction of the cart will scatter whatever goods or creatures the space contained in a 10' radius.



Sorcerer's Skullcap

Base Cost 56,500gp: Permanent (1/day) 5th level esoteric effect 37,500gp; 2 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 30gp.

This highly polished steel skullcap has a starburst depicted above the brow. The skullcap focuses the wearer's thoughts and improves his mnemonic capabilities. If the wearer is a studious spellcaster, he can maintain one more spell per spell level in his repertoire, as the Expanded Repertoire proficiency. The wearer can also study two spells concurrently, adding to or altering his repertoire at twice the normal rate. Lastly, the wearer can spend 6 turns in thoughtful meditation to regain the ability to cast a spell of a level he has previously expended, as the Contemplation proficiency, up to once per day for each level of spell.

The brilliance endowed by the skullcap comes at a cost: each time the wearer attempts to sleep he must roll a 1d6. On a 1 he drifts in and out of consciousness all night, constantly waking with insights only to have them fade before he can commit them to record. He cannot recover spells on the following morning, nor contemplate to regain any during the following day, nor regain any hit points from rest. The mental strain of the skullcap persists until the morning after it is removed, but the wearer's expanded repertoire is lost once he goes 1 day without wearing it – or instantly if another person ever dons the skullcap.

Soul Contract

Base Cost 50,000gp: Single charge 7th level ritual effect. Apparent Value 100gp.

This granite tablet is inscribed twice, starting at one end by a steady chisel and at the other with the scratches of a precise bestial claw, meeting in the middle in a flurry of revisions. Both inscriptions are in Proto-Meniran; in twisted and archaic language even for that long-dead tongue, the tablet details a contract: 1 day of service wagered against the other party's existence. By pricking his hand and leaving a bloody print on the tablet's center, the tablet's user can conjure an archfiend, a **cacodemon** of the highest rank and order (see ***ACKS II Monstrous Manual*** p. 68-73). As an archfiend has many powers, the Judge is encouraged to determine its specifics before use, though the user himself will have no knowledge of what he summons until it arrives. The effect of the **soul contract** is similar to the spell *conjure cacodemon spawn* in most respects.

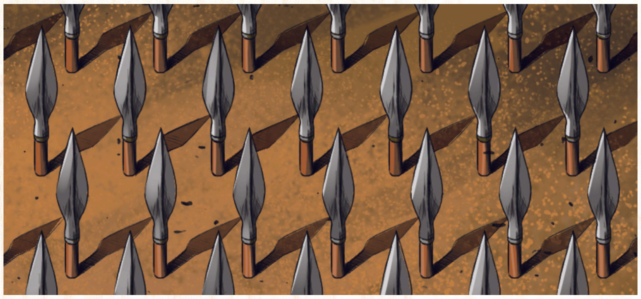
The archfiend appears at a spot within 360', beginning to act on the conjurer's initiative the following round. The archfiend obeys the conjurer for up to 1 day so long as he maintains concentration and it remains within range. The user can dismiss the archfiend at any point prior to that as long as he hasn't lost control, though those willing or desperate enough to conjure an archfiend are typically ambitious enough that they desire to eke every last second of power out of the devil. Should the archfiend be set free, whether by loss of concentration or by distance, it will seek to destroy the conjurer and all he cherishes before returning to its home plane. Where an imp or gremlin might be satisfied by the slow torture and consumption of the offender, each archfiend is an ancient and powerful spellcaster in his own right and will leave less than scraps of the summoner behind, beyond most recognition or restoration. Even those delusional and twisted enough to seek to summon and command such inherently evil forces typically retain enough sense to keep a means of suicide readily at hand in event of an error leaving themselves on the wrong side of such vast and defiling powers. After use, the contract is reduced to pulverized rock glowing cherry-red, and the smell of sulfur engulfs the conjurer.

Spearpoints of Strife

Base Cost 3,000gp: Single charge 6th level effect. Apparent Value 20gp.

This leather bag is filled with a thousand bronze spearpoints of archaic make. When the entire contents of the bag are buried or thrown in a field of soft soil, each spearpoint will rise from the dirt as a full spear held by a veteran warrior equipped for service as heavy infantry (spear, sword, shield, laminated linen armor, military tunic, cloak, pair of sandals, backpack, 4 stakes and mallet, mess kit, small tent, 2 wool blankets, and a waterskin). These thousand warriors, equivalent to 1st level human fighters, will immediately commence a vicious combat amongst themselves over the next turn, fighting until only 60 of their number remain. With their initial bloodlust thus sated, the survivors will serve the summoner as 2 platoons of mercenaries for 1 month in exchange for mere food and drink; the warriors and their equipment vanish into the earth at the month's end, or when slain or **dispelled**. Any interruption of the warriors' initial melee will cause them to turn on the interrupting creature before resuming; under no circumstances will they serve the summoner if more than 60 of the original thousand are still alive. The warriors are eager for further battle, but ill-suited for anything more than marching and fighting; orders to perform other tasks, such as construction, will typically count as a calamity for morale purposes (at the Judge's discretion), and leaving the troops in garrison or otherwise idle will result in them attracting camp followers within 1 week, as the Vagary of War (see ***ACKS II Judges Journal*** p. 113-114).

From time to time an overly clever adventurer attempts to circumvent the mythical restrictions of the **spearpoints of strife** by sowing only some of the spearpoints at once. Such attempts are at best wasteful. If less than half of the spearpoints are sown, those spearpoints simply become inert. If half or more of the spearpoints are sown, those spearpoints rise as warriors as above, but the number of surviving warriors available to serve the summoner is reduced in proportion to the number thrown and any remaining unsown spearpoints become inert.



Spectacular Pigment

Base Cost 63,000gp: 12 charges choice of 6th level effect (pit) or 2 6th level esoteric effects (passage, items) = effective 10.5th level effect. Apparent Value 300gp.

This iridescent pigment is typically found in batches of 3d4 vials, each sealed with bright red wax. Each batch is typically accompanied by a fine (albeit nonmagical) brush. When a vial is opened and a brush applied, the pigment wicks up the brush, pulsing with light and color. The pigment can then be used to re-paint reality, enabling the artist to paint whatever objects he imagines into the world, even if devoid of artistic talent. If he paints a doorway atop a wall, a doorway comes into being; if he paints a pile of coins on the floor, a pile of coin exists on the floor; if he paints a pit, a short tunnel, a set of furniture, a rack of weapons, then those appear, and so on.

Each vial can be used to create one or more features such as passages, pits, or walls, totaling up to 1,000 cubic feet. Painting the features takes 1 turn of work. The features cannot exceed a depth or width of 10' per vial. Alternatively, a vial can be used to create one or more functional items, such as tools, armor, or weapons, totaling up to 1,000gp in value. The painter can create 100gp of value per turn of work; each rank in the Art (painting) proficiency or a Craft proficiency relevant to the item being painted increases productivity by 50gp per turn. Any items created past the 1,000gp limit are worthless, with gems lacking shine, bows snapping when drawn and shields crumpling like paper.

Items and features painted with the pigment persist for up to a month or until destroyed or **dispelled**. A single vial can be used to create multiple shallow features or items, but this must be done quickly, as their color leaks out into the world around them as soon as their seal is broken. Each turn after a vial is opened, there is a cumulative 10% chance that the remaining pigment has dried out and turned grey, its magic gone, no matter how little has been painted.

Sphinx-Feather Headdress

Base Cost 24,000gp: Permanent (1/hour) 1st level effect 12,000gp; 1/week *Divination* 4th level esoteric effect 12,000gp. Apparent Value 3,000gp.

This light headdress is made of gold and lined with velvet. Its front is adorned with a polished diamond; the rest is covered in small pieces of turquoise, with a wing of golden-brown sphinx feathers off each side of the headdress. The headdress grants a fraction of a sphinx's insight. The wearer receives a +2 bonus on all saving throws. Once per week, by stroking the feather tips of the headdress and asking a question, a creature can solicit the insight of the sphinx about a specific goal, event, or activity that is to occur within one week, as the spell *divination*. The answer will come in the form of a riddle spoken by the wearer's mouth but in the imperious voice of a sphinx. The Judge should secretly make a magic research throw on behalf of the questioner (not the wearer), with a natural roll of at least 9 always succeeding. If the throw succeeds the advice hidden in the riddle is good and useful, but if the throw fails the clue from the riddle is wrong and harmful. The wearer can generally stroke the feathers of the headdress without issue (unless e.g. bound or paralyzed) as can her allies – but strangers or even enemies might also avail themselves of the headdress's power. Stroking the feather tips requires a successful attack throw unless the wearer is willing or **helpless**. Any time the headdress is activated by someone other than the wearer, the wearer can force herself to stay silent if she makes a successful Implements saving throw.

Spider Climbing Slippers

Base Cost 19,000gp: Permanent (1/3 turns) *Spider Climbing* 1st level effect. Apparent Value 100gp.

The simple exterior of these light brown leather shoes conceals an intricate lattice of silver thread embroidered along the interior. Dust, dirt, or similar debris on the slippers stick to the exterior over the silver, resulting in a faintly visible cobweb pattern unless the leather has been recently polished. If not proficient in Climbing, the wearer gains the Climbing proficiency. If already proficient, he gains the ability to act while climbing vertical surfaces or hanging from ceilings, climbing at his combat speed, as the spell *spider climbing*. As with the spell, while climbing the wearer must have three limbs (arms or legs) free but needs no climbing gear or handholds.

Spidersilk Cloak

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 80gp.

This shimmering gossamer cloak is woven entirely from silvery spider silk. The wearer can move entirely unimpeded through webs, including natural spiderwebs and the spell *webbing*, with the strands gently parting around him as he advances and refusing to stick even if he pressed against them. Spiders, giant spiders, attercops, and arane cannot attack the wearer with their natural weapons, recoiling from any attempt to strike the wearer unless the wearer makes an attack against or casts a spell on them.

Spike of Sealing

Base Cost 500gp: Single charge *Seal Portal* 1st level esoteric effect. Apparent Value 2gp.

This silver piton is of the same size and shape as the iron spikes used by adventurers to scale cliffs or seal doors. The enchanted spike can be driven with the merest tap of a hammer into a chest, door, gate, portcullis, shutter, or window to seal it as the spell *seal portal*. The spike cannot be picked or pried free, nor can the portal be opened by any nonmagical means short of physical destruction until its enchantment fades 2d6 turns later.

Spike of Second Chances

Base Cost 12,000gp: Permanent 1/hour 1st level effect. Apparent Value 2sp.

This wrought iron piton is of the same size and shape as the iron spikes used by adventurers to scale cliffs or seal doors. Often found concealed among 1d6 mundane spikes, the spike can be distinguished by the pair of dimpled impressions in its head and the blackness of its metal. If someone falls during climbing with the spike in hand, he can make a second Climbing proficiency throw with a -4 penalty in order to quickly drive the spike into the climbing surface, catching himself and preventing any damage.

Spirit Slippers

Base Cost 25,000gp: 1/day *Spiritwalk* 5th level esoteric effect. Apparent Value 100gp.

Set with beads of turquoise, these leather slippers are so thin that with a light oiling they approach transparency. Once per day, by performing a careful ten-step ritual dance in the slippers, the wearer can set his spirit loose from his body. His body gently falls to the ground as the tenth step is completed, while his spirit continues onward, as the spell *spiritwalk*. The wearer's spirit is incorporeal and invisible, able to move freely through solid objects, though it cannot pass or see or hear into a *holy circle* or *anti-magic sphere*. The wearer's spirit remains vulnerable to extraordinary damage, must immediately return to his body if **dispelled**, and must return to his body within 9 hours or be left in a catatonic slumber.

Standard of Encampment

Base Cost 30,000gp: 1/day *Earth's Movement* 6th level esoteric effect. Apparent Value 400gp.

This bright blue banner has beads of semi-precious stones threaded throughout its border, leading to an unusually rigid pennant. Sometimes crafted in centuries past for favored legions of the Empire, these standards allow an army to prepare a fortified encampment with remarkable haste. When raised to the top of a pole that has been set into the ground, earth within 360' becomes loose and pliable for 6 turns, easy to shift with the barest of effort. A mere platoon of men equipped with nothing more than shovels and mattocks can then work with a 2,500gp per turn construction rate to create ditches, moats, or ramparts while the standard's magic is in effect. The standard will speed work in this manner once per day.

Starlight Mantle

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 200gp.

This lightweight cloak of black silk is embroidered with symbols only visible at night under the stars, subtle dots of light covering it in a pale reflection of the sky above. While to others this starfield is brilliantly stitched in greys and whites, the wearer will see it quite differently, with each dot shining as if his head rested in the heavens. For as long as there are stars in the sky above him he can see by full moonlight as if it were daylight, by half moonlight as if it were full moonlight, and by starlight as if it were half moonlight. However, the wearer cannot see in total darkness. The wearer gains no benefit while indoors or underground, during cloud-covered nights, and so on.

Stolen Glamer

Base Cost 4,687.5gp: 1/day choice of *Auditory Illusion* 1st level effect, *Beguile Humanoid* 1st level effect, *Illusory Figment* 1st level effect, or *Slumber* 1st level effect = effective 1.875th level effect 9,375gp; 1/day drawback 1st level effect -5,000 to max half cost = -4,687.5gp. Apparent Value 5gp.

Secured by silver wire within this iron locket is a coil of blonde hair, said to be taken from a faerie princess, granting the wearer a slew of tricks oft attributed to the fey. Once per day the holder may shake the locket and command it to deceive or enchant, as his choice of the spells *auditory illusion*, *beguile humanoid*, *illusory figment*, or *slumber*. Each time the locket is used there is a 2-in-6 chance that a wing of faeries (even chance pixies or sprites, or another nearby fairie at the Judge's discretion) are alerted. The faeries will arrive within 1d6 turns, harassing the owner and attempting to convince him to open the locket and release the hair, which will destroy the item. The faeries will persist for 1d3 days or until slain; they may temporarily retreat or fake having departed as part of some greater ruse, but under no circumstances will the faeries attempt to touch the locket itself.

> *Golden hair in locket found*
> *Silver-wrapped and iron-bound?*
> *Shake it not, lest fey surround!*
>
> Argollëan lullaby

Stone Fruit

Base Cost 2,750gp: Single charge choice of 2 *Physical Protection* 2nd level effects or 3rd level effect (touch-range depetrification) = effective 5.5th level effect. Apparent Value 1gp, but obviously magical.

This large succulent peach has brownish-grey skin the color of dull stone. Despite its unusual coloration, it is soft and ripe to the touch, and no matter how it is stored it never gets bruised or moldy. Its magical qualities extend far beyond its durable edibility, however. Eating the fruit and swallowing its pit will cause the eater's skin to harden into brownish-grey stone, rendering him **resistant** to mundane and extraordinary slashing and piercing damage for 6 turns, as the spell *physical protection* for both types. Crushing the fruit and dripping its juices on something stone will affect it as the spell *depetrification*, either returning a **petrified** creature to life or transforming a man-sized volume of stone into a gooey pile of organic matter. Eating the fruit without swallowing its pit, crushing the fruit and then drinking its juice, and other acts of fructivorous waste, serve only to consume the fruit without triggering its magic.

Stone of Permafrost

Base Cost 2,750gp: Single charge choice of *Energy Invulnerability* 4th level effect or *Ice Sheet* 3rd level effect = effective 5.5th level effect. Apparent Value 5gp, but obviously magical.

This palm-sized flat-faced stone, carved with one of the Old Jutlandic runes for 'winter', is perpetually chill to the touch. Submerging the stone in a body of water and tracing the rune three times in quick succession will create an *ice sheet* over the water's surface, as the spell. If its bearer is caught within a magical flame or fiery breath weapon, the stone absorbs the heat that would strike their body, leaving the bearer **immune** to the damage. The stone melts away instantly after being used in either manner.

Stone Sparrow Nest

Base Cost 9,000gp: 6 charges *Avian Messenger* 3rd level effect. Apparent Value 300gp.

Carved from soapstone, this nest of twigs cradles 1d6 small eggs, each a semiprecious stone cut to form. Putting a small piece of food suitable for baby birds in the nest – any meat, insect, or worm will do – will cause one of the eggs to hatch, with a beautiful small adult bird the shade of the gem emerging and picking at the meal for 1 turn. During this time, if the person who placed the food in the nest whispers a message to the bird, it will nod its head attentively. The bird will thereafter fly off, traveling for up to 12 hours at 48 miles per hour to deliver the message to an intended recipient, as the spell *avian messenger*. After delivering the message, or upon expiration of the spell, the bird's unnatural shade will slowly fade and it will go on to live in the wilds as a natural creature.

Stone Stylus

Base Cost 36,000gp: 12 charges *Passageway* 6th level esoteric effect. Apparent Value 30gp.

This piece of smooth granite the size of two fingers end-to-end is carved in the form of a stylus, one end narrowing to a nib. The stylus can be used once to mark a circle up to 10' across upon a concrete, plaster, stone, or wood wall. Once the loop is closed, the area within disappears to form a *passageway* up to 30' deep for 6 turns, as the spell. Styluses are typically found 2d6 at a time, held together within a carved ivory palette.

Symbol of the Burning Sun

Base Cost 29,000gp: Permanent (turn/level) 1st level effect 19,000gp; 1/day *Sunflare* 2nd level effect 10,000gp. Apparent Value 400gp.

This gleaming holy symbol of Ammonar is wrought from finely worked gold forming a brilliant winged sun with the edges of the wing's feathers distinguished by thin silver inlays. If brandished by a worshiper of the Empyrean pantheon as he rebukes undead, the symbol will gleam with the sun's burning rays, allowing the bearer to add his Will bonus to his rebuking throw, and add half his divine caster level to the number of HD turned on a successful throw, as the Righteous Rebuke proficiency. (If the bearer is already proficient in Righteous Rebuking, he can add two-thirds his caster level to the number of HD turned.) Once each day, while the bearer is standing in direct sunlight, he can call down Ammonar's sunfire in a column 40' in height and 20' in diameter at a point within 180', as the spell *sunflare*. Each creature within the blast suffers 3d6 ☥ 🔥 damage, or half that if it succeeds on a Blast saving throw, with undead creatures taking double damage.

Talisman of True Transformation

Base Cost 150,000gp: Permanent (1/turn) 6th level effect. Apparent Value 300gp.

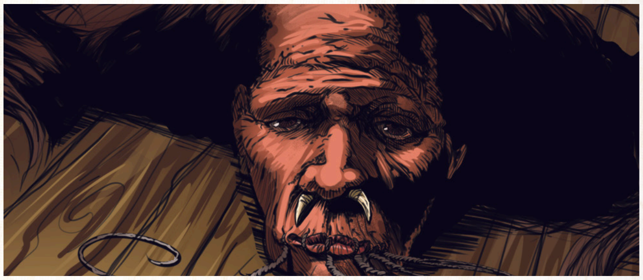
This legendary amulet consists of a flat piece of onyx with a mirror finish set in a swirling gold frame hung from a short length of golden chain. Anyone looking into it will see his own face reflected with strange differences, ranging from the bestial to the fantastic, the exact variance changing with each glimpse. A man-sized or smaller creature wearing the talisman can take the form of any other living creature by raising the amulet overhead and naming the form he wishes to assume. The user will acquire the physical characteristics, attacks, and special abilities of the named creature, as the spell *transform self*, but with no HD limit and up to three special abilities (***). The amulet will remain hanging from his neck with the chain growing or shrinking to fit his new shape. The transformation persists until the user is slain or separated from the talisman. The wearer can return to his own form at will at the start of his initiative, and can activate the amulet to assume a new form once per turn.

Talking Head

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 10gp.

This small shrunken head hangs from a leather loop. When the head is worn around the neck like a macabre necklace, the wearer hears the tiny voice of the head rambling at a low volume, though the head's stitched-together lips do not move. The head has a lot to say: it will complain about the weather, disparage the looks of passersbye, mock local fashions and customs, catcall attractive strangers, and (if all else fails) deride the wearer for walking too fast or walking too slow, for sitting in the shade or standing in the sun. Though the dead head is as irritatingly obnoxious as any living curmudgeon, the wearer can occasionally pick up useful information from its jabber. In a single day of wandering an urban settlement the head has visited before (either with the wearer, with a prior wearer, or in its life), the wearer can learn 1d4 interesting rumors from the head's remarks on the events and circumstances of the settlement. Like the venturer's **rumormongering** power, the head's power can be used but once per month per settlement – the head is easily bored, and if taken on a tour of the same urban settlement in the same month, it will simply complain continuously without offering any fresh insights.

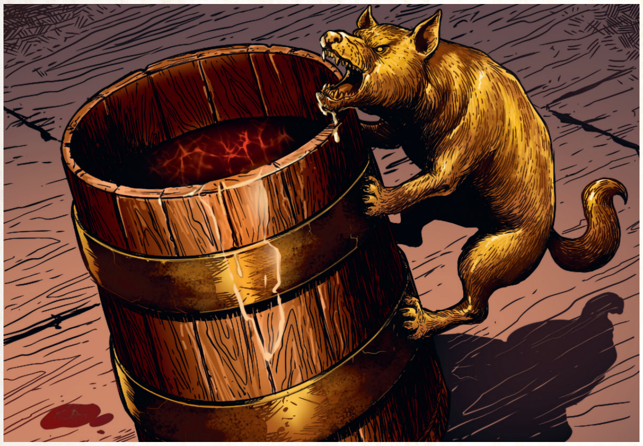
Attempts to converse with the head are largely futile, as it simply spits out its stream of (un)consciousness without concern for what the wearer is saying. Targeting the head with *speak with dead* has no effect other than to make the head stubbornly fall silent for the duration of the spell. Bringing the head within earshot of a creature plagued by whispers from beyond the grave (due to a *dark whisper* spell or a side effect of Tampering with Mortality) causes the creature to hear the head's ramblings instead of the grave whispers. The cursed creature will unfortunately still suffer the -2 penalty to Listening throws and surprise rolls, as the head (delighted to "have someone who listens") will be even more talkative than before. The unfortunate victim often finds he prefers the whispers of the grave.



Tankard of Purification

Base Cost 13,600gp: Permanent (1/hour) 1st level effect 12,000gp; 1/hour esoteric cantrip effect 1,600gp. Apparent Value 200gp.

This sturdy oak tankard is held together by two gilded bands, a golden wolf connecting them to serve as a handle; the wolf's open mouth sits at the rim, where it is wetted by a portion of every drink. When quaffing from this tankard in a pub, tavern, or hall, the holder gains a +1 bonus to all reaction rolls. Further, the tankard can protect its holder from perilous drinks, whether nefarious poison or mere rotgut swill. Upon its holder boldly proclaiming that this will not be his last drink, the tankard will render its contents safe to drink, neutralizing any poison or spoilage present, though the alcohol content will remain unharmed. This power can be used once per hour (though the drinker may boast of his continued intentions to drink as often as he likes).



Thurible of Conjuring Air Elementals

Base Cost 20,000gp: 1/day *Conjure Major Elemental* 4th level effect. Apparent Value 350gp.

This lightweight silver incense burner sways in the slightest of breezes as if the wind wishes to claim it. Once per day, when the thurible is lit with sweet incense, the user can speak an invocation to conjure a 12 HD **elemental** from the Elemental Sphere of Air (see ***ACKS II Monstrous Manual*** p. 117), as the spell *conjure major elemental*. The elemental will obey its master's will so long as he maintains concentration, for up to 12 hours. He can dismiss the elemental at will to return it to its native sphere, but will lose control if his concentration is lost or the elemental moves more than 360' away from him. An uncontrolled elemental will attack him and his allies before returning to its native sphere; it may not be dismissed by further use of the thurible, but can only be **banished** or outlasted.

Thurible of Life's Righteousness

Base Cost 40,000gp: At-Will (concentration) *Holy Circle* 1st level effect 25,000gp; 1/week *Locate Haunting* 5th level effect 15,000gp. Apparent Value 100gp.

This silver incense burner is marked with the winged sun of Ammonar. It was made for the task of rooting out and destroying the undead. By burning sweet incense in the censer bowl while concentrating and remaining stationary, the user can create a *holy circle*, as the spell. Once per week, by swinging the lit thurible while offering a prayer to Ammonar, the user can search for undead within 12 miles, as the spell *locate haunting*, seeking out either the nearest undead or a particular identified undead. The type of undead located will be revealed with a faint image in the incense smoke. The direction and distance to the located undead will be revealed by the position of the thurible's hanging bowl. If the bowl hangs directly below the user's hand, it means the undead lies directly below; if the bowl hangs askew, the undead is in the direction of the skew. The angle of the skew indicates the distance, with a 45-degree angle indicating the undead is about 12 miles away, a 22.5-degree angle indicating it is 6 miles away, and so on.

Thurible of Pyromancy

Base Cost 25,000gp: 1/day *Contact Other Sphere* 5th level esoteric effect. Apparent Value 300gp.

This golden incense burner is shaped like a flower, with each petal outlined in swirled engraving. Once per day, by burning sulfur in the thurible while chanting a hymn to the powers of heat and flame, the user can send his mind to the Elemental Sphere of Fire to speak with the higher powers that dwell therein, as the spell *contact other sphere*. Fire is fickle, and does not always answer; but it cares little what side it takes in the affairs of the world, so it usually answers truthfully. Yet fire is dangerous, liable to scald and scorch the mind and body it touches. The user can ask up to four questions of the elemental power he contacts. For each question, he has a 75% chance of receiving a response. If he receives a response, there is a 90% chance the response is truthful. Immediately after each question, the user must make a Death saving throw with a -2 penalty to see if his soul is damaged. If the save succeeds, the user's soul remains intact. If the save fails, the user must roll on the Tampering with Mortality table for Neutral alignment and suffer whatever side effect results. When rolling on the Tampering with Mortality table, the only modifier that applies is the user's WIL modifier. The user can continue to ask questions even if he suffers a side effect, and can suffer multiple side effects during one series of questions.

Thurible of Sanctification

Base Cost 50,000gp: At-Will (concentration) *Holy Chant* 2nd level effect. Apparent Value 600gp.

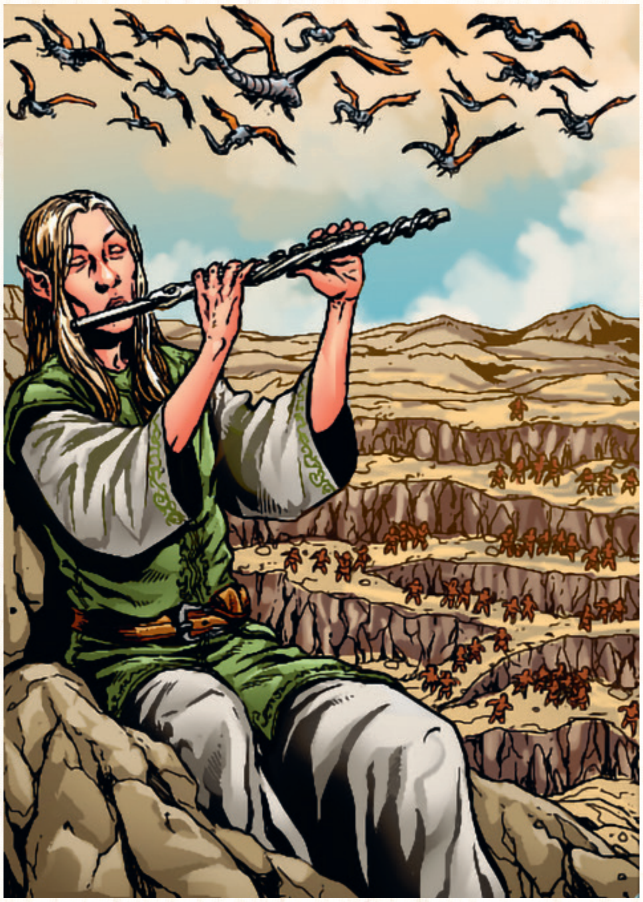
This platinum incense burner is engraved with images of flowers, a circle at its top and bottom. Incense burned in the censer produces a sweet scent regardless of type. By repeatedly swinging the thurible in a precise circle, the user will bring forth a wider cloud of thin white smoke, too thin to obscure visibility. The cloud will have a 15' radius and grant a +2 bonus to saving throws to the nearest 30 allied creatures within it, as the spell *holy chant*. The cloud will persist for as long as the user concentrates on maintaining the precise movement of the burner, dissipating instantly if he is interrupted, but can be produced again at will.

> *Shield me with the power of your flame; guide me with the light of your law.*
>
> Azendor, *Seven Radiant Scrolls*, Paeans to the Empyrean

Thurible of Shrouding Smoke

Base Cost 38,000gp: Permanent (turn/level) *Shrouding Fog* 2nd level esoteric effect. Apparent Value 100gp.

This silver incense burner hangs from a bronze chain, its lid stippled in a triangular pattern. Burning any incense in the censer while outdoors or in a well-ventilated room will produce a 10' tall cloud of thick smoke in a 15' ring around it. This smoke functions as a *shrouding fog* spell, blocking line of sight for all but the user and those able to see invisible entities, rendering them effectively **blinded** until they leave the cloud. Despite the thickness of the smoke, it does not hinder breathing.



Tokay Flute

Base Cost 30,000gp: 1/day 6th level effect 30,000gp. Apparent Value 200gp.

This silver flute is fashioned after the form of a tokay gull, with silver forming its gecko body and patterned gilding at its sides to depict folded wings; the flute's mouthpiece is placed at the tail-tip, with sounds emitted from the tokay's open mouth. No matter the skill of the player, the flute will invariably produce the tokay gull's distinct shrieking bark. Playing the flute for 1 turn will call an immense number of **tokay gulls** (see ***ACKS II Monstrous Manual*** p. 314) to serve as the flutist's companions. If the flute is played in the tokays' native terrain (any but tundra), the first group of tokay gulls will take 1d6 turns to arrive. If played in tundra, or at sea, the time to arrive is increased by 4 turns per 6-mile hex between the flutist and the nearest hex of native terrain. Each arriving group consists of 12d6 tokay gulls, enough to populate several colonies; after the first arrival, another group arrives every 1d6 turns until 200 called tokays are present. For the duration of the spell, the tokay gulls understand the flutist and serve him loyally, as if they were his henchmen. This persists until they are slain, **dispelled**, or 1 day passes; the flute can be used once per day, but if used anew as the tokays prepare to depart will cause them to remain for another day. Given how much of a nuisance – and, in numbers, a genuine hazard – tokay gulls can be, fables of the harm wrought by such instruments are common throughout the Empire. More than one musician playing too many notes off-key has found himself accused of trying to call a horde of tokays down upon his audience, and in at least one instance the hapless performer was driven from town by a riled mob intent upon his summary execution.

Torc of Sharp Tongues

Base Cost 81,000gp: Permanent (1/turn) *Tongues* 4th level esoteric effect 100,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 550gp.

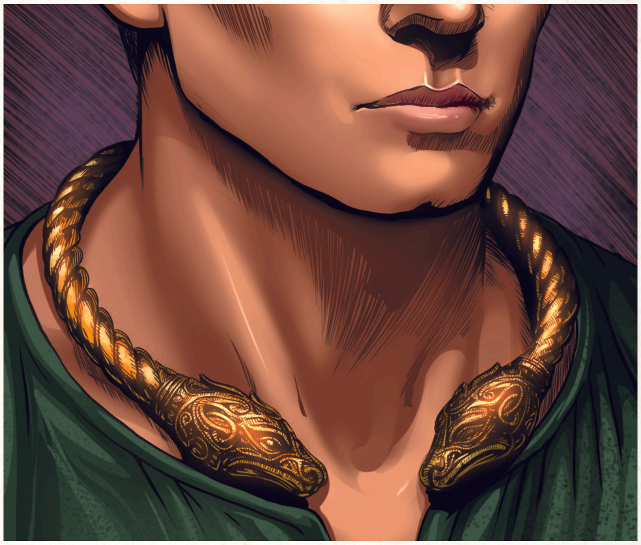
Two faces meet at the front of this golden torc, mouths open in shouts, one with eyes of emerald and the other with star sapphires. The wearer can speak and understand the language of any intelligent creature within 90', as the spell *tongues*. This acuity, however, falls short of grace, the wearer's words never as well chosen as true mastery of language would allow, resulting in him suffering a -1 penalty on all reaction rolls made against sapient creatures. Small wars have broken out when what was intended as a pleasantry was heard as a proposition, or when the ensuing apology sounded a bit too certain it would be accepted. This torc, and items like it, serve as perennial examples among the members of the Tower of Knowledge as to the potentially disastrous results of attempts to reduce the cost of magic items by means of drawbacks – a practice better kept to items intended for the field of battle where the damage dealt is limited, rather than utilized in sensitive matters of trade and politics where a slight misstep can result in wider disaster.

Torc of Subtle Sorcery

Base Cost 57,000gp: 3 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 150gp.

This open-fronted solid gold necklace appears as a length of twisted cord turned to lustrous metal. In the same way that gold can be mistaken for lesser metals under dim lights, the wearer's magical power can seem nothing more than muttering and fidgeting. He can cast spells with minimal words and gestures, as the Quiet Magic proficiency. When casting enchantment spells he is even subtler, needing only to subvocalize the words without so much as a hand gesture, as a chthonic witch's **subtle beguilement** power.

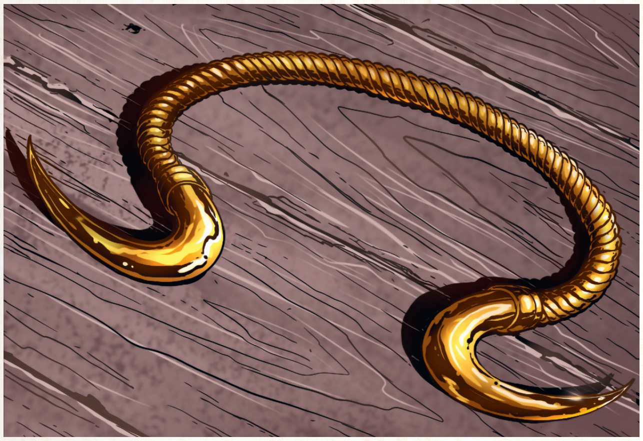
Additionally, his skill in the more subtle arts of magic increases, as the Mastery of Enchantments & Illusions proficiency: the effects of enchantment and illusion spells he casts are calculated as if he were two caster levels higher than actual, he is eligible to conduct research on such magic as if two caster levels higher than actual, and he gains a +2 bonus on related magic research throws and an increase of 10% to his research rate on related projects. Those deceived by his illusions suffer a -2 penalty to their saving throws, while victims of his enchantment spells suffer a -3 total penalty to their saving throws as a result of this proficiency and the **subtle beguilement**.



Torc of the North

Base Cost 36,000gp: Permanent (1/hour) 2nd level effect 24,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 500gp.

This rigid gold neck ring is open at the front, its metal twisted into the appearance of a fine braid with pointed ends fashioned to depict a pair of mammoth tusks. When the northern barbarian tribes crossed the Jutting mountains in 284 IY to invade the Auran province of Dappakosea, they sustained their incursion throughout the harsh winter, forcing the passes with armored mammoths – creatures up to that point widely considered extinct by the Tower of Knowledge. A key early battle of this conquest saw an Auran legion outmaneuvered and trapped by Jarl Randulf the Bear-Tamer, who was said to have lost most of his shield-hand to frostbite while leading his mammoth cavalry into position through bitter cold. In recognition of Randulf's victory, the Jutlandic shamans bestowed him with an enchanted necklace which would enhance his cunning and ward him from further winter chill. In the century since, similar necklaces have been made for other Jutland champions. The wearer ignores the effects of frigid temperatures, as the spell *protection from temperature*, and receives a +1 bonus to his Strategic Ability.



Torrential Parasol

Base Cost 12,000gp: 1/week 4th level effect. Apparent Value 25gp.

The canopy of this fine parasol is made of thin blue silk, while the shaft is cut from ash, the ribs from elderwood, and the handle ivory. A small glyph, resembling a tear drop, is etched into the base of the handle. To activate the parasol's magic, its bearer must open the parasol (or have already opened it), touch her hand to the glyph on the handle, and then target the parasol's tip at an outdoor point within 225'. Once each week, a 25' diameter area around the target point will then immediately be drenched in rain, as the spell *salvific rain*. Any fires in the area are instantly extinguished. Should the parasol's bearer be in the affected area, she will not be dampened by the sudden downpour more than the degree necessary to extinguish any fires she may have been suffering from. Others will not be so lucky.

Parasols such as these originated in the wet and misty fastnesses of Northern Argollë during the troubled decades when they struggled to reintegrate their disgraced Southern Argollëan cousins. Competing factions of elven courtiers took great delight in spoiling the carefully prepared costumes and cosmetics of their rivals with sudden torrential rain. The parasols were eventually banned when crown princess Tara Ui Lann almost drowned in a mudslide caused by a parasol prank. Unfortunately, the parasols had by then become popular accessories in the "nobility" of gnomish courts, where they continue to be created and prized.

Trailblazer's Tunic

Base Cost 19,000gp: Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 15gp.

This short-sleeved white tunic is stitched in silver thread with a stylized astrolabe, holy symbol of Naurivus, the god of travels. The wearer can walk in any wild place he has trod before with the same confidence of a normal man following the ruts of a well-established road. When he guides a party in familiar territory, the party gains a +4 bonus on proficiency throws to avoid getting lost, as the explorer or venturer's **pathfinding** power. If the wearer is an explorer or venturer, he instead gains a rank of the Navigation proficiency.

Traveling Library

Base Cost 100,000gp: Permanent (1/turn) 4th level esoteric effect. Apparent Value 120gp.

Etched with a winged sun by flameless heat, this open-faced poplar wooden case measures 13" tall, 10" deep, and 5" wide, large enough to hold three sizable grimoires. Emptying the case and tracing the etched sun will release an immaterial clasp, allowing the walls of the case to be moved further apart than their dimensions would normally allow. The sides of the case can be stretched apart to form a long shelf, while the top and bottom can be further stretched apart to produce additional shelves, until a line of four poplar bookcases has been extricated, each with five 8' wide levels 13" high and 10" deep – the entire array taking up a space 32' wide and 5.5' tall when fully expanded. These shelves can hold up to 100 stone of total weight, though the **traveling library** weighs only 1/6 stone for every 3 stone of contents it carries. The objects stored on the shelves are inaccessible while the case is closed. Should living creatures hide inside the case, an otherwise empty case contains enough air inside for a single person to breathe for 72 turns, with multiple people inside dividing that time by the number present. While the **traveling library** can store any item it seemingly prefers books, scrolls, and works of visual art; such pieces will always be neatly sorted and displayed when the library unfolds, while all other contents will be scattered across the shelves. The first **traveling library** was created by Sürius Segasaromen, founder of the Tower of Knowledge, allegedly to store his personalized rules for the wargame *kyrpeges*; the library and its contents were stolen during the sack of Aura by Baal the Terrible, who was said to be a fan of the game.

Unearthly Banner

Base Cost 100,000gp: Single charge 8th level ritual effect. Apparent Value 2,000gp.

This banner is embroidered with depictions of spiraling towers overlooking barren fields, all stitched in strange shades of grey. Close examination reveals that every inch of the image is actually composed of humanoid forms, their grey skin and grey clothing closely packed to form every architectural and terrain feature. Raising the **unearthly banner** atop a pole and burning it will leave behind a spectral banner in its place; over the following turn a battalion of lost souls will appear around the banner-bearer, a total of 960 **manes** (see ***ACKS II Monstrous Manual*** p. 232) from the Empyrean Heaven or the Chthonic Darkness, the shadows of fallen men. A lawful banner-bearer will summon lawful lares, while a chaotic one will summon chaotic lemures, and one of neutral alignment will receive an even mix. The manes will obediently follow the banner and fight as ghostly infantry for 7 days and 7 nights, or until destroyed or **dispelled**. When the duration ends or the last mane is destroyed or **dispelled** the ethereal banner will fade away entirely.

> *O Ammonar! Your beams fall upon all faces, your light with its manifold colors is incomprehensible to man, and your brilliant rays cannot be reported. Under your gaze, darkness shrinks away.*
>
> Azendor, *Seven Radiant Scrolls*, Paeans to the Empyrean

Unremarkable Cloak

Base Cost 6,000gp: At-Will (concentration) *Overlookability* cantrip effect 5,000gp, consume for single charge 4th level effect 2,000/2 = 1,000gp. Apparent Value 1gp.

This cloak is so drab looking as to be beneath notice; even characters who discover it in a treasure hoard might not find it noteworthy unless they were already looking for it or happen to *discern magic* on it. Its wearer becomes equally unnoteworthy. By remaining stationary and taking an action in lieu of attacking to properly cover himself with the cloak, the wearer can become as hard to detect as a secret door until the next time he speaks, casts a spell, attacks, moves, or is successfully attacked. If the cloak is burned and its ashes collected, they can be used as a single pinch of **dust of vanishing** (p. 162).

Unwavering Standard

Base Cost 91,000gp: Permanent (1/hour) 6th level effect 72,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 200gp.

This flawless purple battle standard is stitched with a golden Auran eagle. By this standard, men can march against the most dreadful of monsters without a hint of cowardice. When the **unwavering standard** is raised, its bearer and allies within 10' of him are **immune** to mundane and magical **fear** effects. So long as the unit that flies the standard is personally led by its commander, each officer and troop in it receives a +1 bonus to his morale.

Vampiric Earth

Base Cost 500gp: Single charge *Unholy Circle* 1st level effect. Apparent Value 0gp.

This dried dirt was taken from a vampire's coffin and bound in a small black velvet pouch. A user can scatter the earth around himself to create a ward against enchanted creatures and good creatures in a 10' radius, as the spell *unholy circle*. The ward blocks enchanted creatures from entering its area as if it were an impenetrable barrier. It provides defense against good creatures, granting a +1 bonus to AC and a +1 bonus on saving throws against attacks made by them. The ward remains for as long as the user maintains stationary concentration.

Veil of the Unflinching Gaze

Base Cost 57,000gp: Permanent (turn/level) 3rd level effect. Apparent Value 250gp.

This sheer silk veil is attached to a sweeping silver comb bearing the nine-pointed star of Ianna. Crafted for use by Ianna's holy servants, such veils might be seen in other hands if they have been lent to an ally on a righteous mission or acquired by subterfuge or bloodshed. The wearer can look evil in the face without fear: she is **immune** to all gaze attacks. She will not be **petrified** by a medusa, **enslaved** by a vampire, or otherwise harmed by any effect that requires her to **behold** the source. Ianna being a goddess who demands beauty, the veil will only protect its wearer if she styles it properly, with the comb pinned in her hair and the cloth covering her face.

Visor of Ammonar's Gaze

Base Cost 125,000gp: At-Will (concentration) 5th level effect. Apparent Value 2,000gp.

This legendary gold face mask with stern countenance is designed to attach as a visor to the open-faced helmets worn by Auran legionaries. The visor was crafted in the aftermath of the Empyrean War to aid in cleansing the evil sinkholes of Old Zahar. The light of creation is embedded in the visor and it can be called forth to destroy undead skeletons and zombies subjected to the wearer's glare. At will, the wearer can concentrate to create a cone of luminous energy 60' long and 30' wide in front of him. Every skeleton and zombie of 5 HD or less that starts its initiative within or enters the cone must make a Death saving throw; those that fail immediately crumble into dust. Unlike many other gaze attacks, the undead can be subjected to the wearer's power even if they are not **beholding** him.

Visor of the Eagle

Base Cost 24,000gp: Permanent (1/hour) 2nd level effect. Apparent Value 200gp.

This bronze visor is engraved with the countenance of a fierce screaming eagle. It is designed to attach to an open-faced helm. The wearer's eyes look large and piercing from within, and are able to see with the clarity of a great bird of prey, eight times as far as he normally could. His enhanced sight reduces his penalty with missile attack throws to -1 at medium range and -2 at long range.

Visor of the Vampire

Base Cost 150,000gp: Permanent (1/turn) 6th level effect. Apparent Value 1,500gp.

This infamous silvered face mask with sinister frowning visage is designed to attach to a helmet as an armored visor. Said to be wrought from the remains of ten-score vampires, with their coffins fueling its forge, it was worn by the Zaharan warlord Moruvai the Elder during his campaigns of utter subjugation. The wearer's eyes appear like pools of endless promise. He can use a combat action to hypnotize a creature within 60' which is beholding him. The creature must make an Implements saving throw at -2. If the save succeeds the creature is unaffected, but if the save fails the creature is **enslaved** until either the effect is **dispelled**, or the wearer releases the creature, removes the mask, or is slain. Up to 11 creatures can be held **enslaved** to the mask's power at any given time.

Visor of Vicious Blinding

Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 200gp.

Made to resemble a **visor of the eagle**, this **cursed** bronze face mask bears the visage of a shrieking bird of prey. On donning the mask the wearer must succeed on a Death saving throw or be **blinded**, the metal of the mask suddenly crumpling inward to gouge out his eyes. The wearer's destroyed eyesight can only be returned by the spells *cure blindness*, *repair disfigurement and disability*, or similar magic. Whether or not he succeeds on the saving throw, the wearer suffers 1d6 ➶ damage. The mask only functions once, tearing itself to shreds when triggered.

Void of Memories

Base Cost 62,000gp: 1/day *Soul Eating* 6th level effect 30,000gp; 1/day *Divination* 4th level esoteric effect 20,000gp; 1/week *Contact Other Sphere* 5th level esoteric effect 15,000gp; 1/week drawback 1st level effect -3,000gp. Apparent Value 600gp, but obviously magical.

This glass sphere, roughly the size of a large apple, is filled with dark swirling mist. The sphere is connected to the Outer Darkness that lies beyond mundane existence, where all things that have ever been have always been known and are already forgotten. Once per day, when the bearer of the sphere asks a question about a goal, event, or activity in the next week, the powers of the Outer Darkness will answer with a short and cryptic piece of advice, as the spell *divination*. The Outer Darkness is capricious, so the Judge should secretly make a magic research throw on behalf of the questioner, with a natural roll of at least 9 always succeeding. If the throw succeeds the advice is good, but if the throw fails the advice is wrong and harmful.

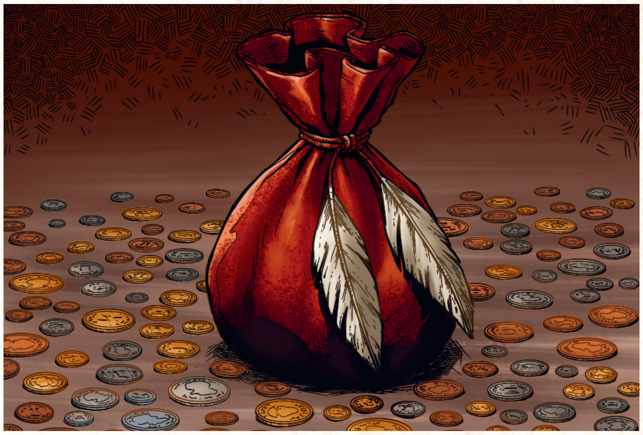
Once per day, the sphere can be used to draw the soul out of a living target and condemn it to the Outer Darkness. The bottomless hungers of the Darkness devour most of the victim's mind, but the bearer of the sphere can retain a morsel of the victim's knowledge and vitality, as the spell *soul eating*. The bearer must touch the victim with the sphere, requiring a successful attack throw if the victim is not **helpless**. Once touched, the victim must make a Death saving throw. If the save succeeds, the victim is still slain, but his soul eludes the sphere's grasp. If the save fails, the target is slain and his soul consumed. When the victim's soul is consumed, the sphere's bearer gains 1d10 temporary hit points + 1 additional temporary hit point per level of the victim and gains some important knowledge from the victim, retaining both for 1 day. Until the stolen knowledge and vitality fade, the bearer is treated as an inherently evil summoned creature.

Should neither knowledge of the future nor memories stolen in the present suffice to sate the bearer's curiosity or ambition, he can call upon the sphere's final power. Once per week, by holding up the sphere and contemplating the appropriate extradimensional geometries, the bearer can make contact directly with the Outer Darkness, as the spell *contact other sphere*. When he does so, the swirling mist parts, revealing… that which he has contacted. The bearer can ask up to four questions of that being. Each question has a 99% chance of receiving a response, and each response has a 99% chance of being correct. After each response, the bearer must make a Death save at -8 or suffer a chaotic side effect from Tampering with Mortality. Once he breaks contact, the bearer must make an additional Implements saving throw. On a successful throw he suffers no further harm from their otherworldly communication. On a failed throw he forgets a random proficiency for 1d4 weeks. This proficiency cannot be relearned (to that level of skill, if a rank of a multi-rank proficiency is lost), nor can another learned in its place. Proficiencies that cannot be retrained, such as Divine Health and Elven Bloodline, cannot be lost to the Outer Darkness, and the Judge should select another randomly in their place.

Wages of Fortune

Base Cost 37,500gp: Permanent (1/day) 5th level esoteric effect. Apparent Value 60gp.

This small red leather coinpurse has a pair of feathers on its drawstring: the pinions of a white raven, sacred animal of Calefa, goddess of fortune and wealth. The pouch contains 111 coins, gold, silver, and copper each comprising one-third. The coins can vary in origin, date, and condition, with no two alike; while their exact composition can change between uses, one coin must always be of recent local issue. An investor who casts the coins from the purse can foresee the fate of his passive investment revealed in their patterns. For instance, if the local coin lands close to the face of a king known for ruling over famine, that might signal a crop spoilage or a lost shipment of grain, while copper coins landing above gold might indicate falling prices due to abundant supply. Certainty is rare, but the insights gained from this divination allow for safer investment. By spending one ancillary activity (6 turns) each month in the market in which the business is established, the user can subtly steer those involved in the investment away from the greatest risks. The investment's rate of return remains unchanged, but rolls on the Vagaries of Investment tables are made as if it were one level of risk lower (with no effect on Safe investments). Only one investment can be guided at a time by the purse's power. The investment returns to its original level of risk once the purse's power is no longer used to direct it. The purse will not function without its normal mix of coinage; if coins are lost it must be restocked with coins of equal value and number to yield useful information.



Wanderer's Bell

Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 10gp.

This small silver bell makes no sound when moved or rung, no matter how vigorously. First crafted as a gift for Sultan Ghazi of Shebatea after his wife's favorite cat kept getting lost, the bell's dweomers are set to allow the discovery of the bell and whatever the bell is attached to. When its command is spoken by someone clapping their hands within 120' the bell will ring, just loudly enough to be audible at that range under normal conditions. As with many matters of stately fashion, the bell soon had many imitators, with lesser nobles commissioning similar items to show that they too cared deeply for their feline companions. After the sultana died in childbirth, the sultan elevated his favored concubine to take her place. The new sultana favored dogs and other pets which would come when called, and the sultan saw it as a delightfully amusing irony to therefore fit her with such a bell. Historians generally consider this to be the likeliest origin of a series of suspiciously timed accidents that saw the sultan and his heirs by the first sultana all perish over the following months.

War-Dress of the Exquisitrix

Base Cost 12,000gp: Permanent (1/hour) *Divine Armor* 2nd level effect 24,000gp; 3 Permanent (turn/level) 1st level drawbacks -19,000 each = -57,000 to max half cost = -12,000gp. Apparent Value 400gp.

This war-dress consists of a leather corset reinforced by human bone and a pair of hardened leather boots that tightly bind the feet to point straight downward, forcing the wearer to support herself on tall iron spiked heels. The wearer's expedition speed is reduced by ½ on foot and she must succeed on a Paralysis saving throw or fall any time she attempts to run or charge on uneven or broken terrain. She suffers a -4 penalty to saving throws against gas effects due to diminished lung capacity. She can never force march (even if mounted) and must rest for 2 turns out of every 6 turns of activity. While the boots are donned and the corset fully tightened, the wearer benefits from *divine armor*, providing her an Armor Class of 7 against melee and missile attacks of all sorts. The effect stacks with modifiers to AC from DEX but not with modifiers to AC from armor, class powers, conditions, magic, or proficiencies.

If a female other than a Priestess of Nasga dons the corset and boots, certain additional penalties apply. The wearer's movement rate is reduced to 30', her STR is reduced by 2/3, her DEX is reduced by 2/3 for AC purposes, and she must succeed on a Paralysis saving throw or fall each round. The wearer is aware this is temporary and that the effects go away with practice, as shown below:

- After 1 day of continuous wear, she has found her balance and no longer must save or fall every round.
- After 2 days of continuous wear, she has trained her breathing and no longer suffers reduced STR.
- After 3 days of continuous wear, she has developed her poise and no longer suffers reduced DEX.
- After 4 days of continuous wear, she can function relatively normally (subject to the limits above).

If the wearer stops wearing the war-dress for more than 1 day, she regresses by one step in her training in its use. If a male dons the war-dress, he is immediately castrated (as the Mortal Wound) and receives no beneficial effect.

Watchman's Friend

Base Cost 19,000gp: Permanent (turn/level) 1st level effect. Apparent Value 20gp.

This canvas doll resembles a man with large patches of white linen for eyes and a thin line of black thread for a mouth. The doll wears a grey linen shirt, with dark grey threads embroidered into the shirt to give the appearance of chainmail, and carries a miniature sword in a scabbard strapped to its tiny belt. When carried or held by a stationary bearer, the doll closes its eyes and produces a slight snoring noise, audible as a whisper. The doll sleeps on its bearer's behalf, allowing him to rest by calmly meditating without losing consciousness, as the Wakefulness proficiency. He is immune to magical **slumber** and can keep watch while meditating without penalty, allowing party members to rest. If already proficient in Wakefulness, the bearer gains a +1 bonus to surprise rolls while meditating.

Wax Soul

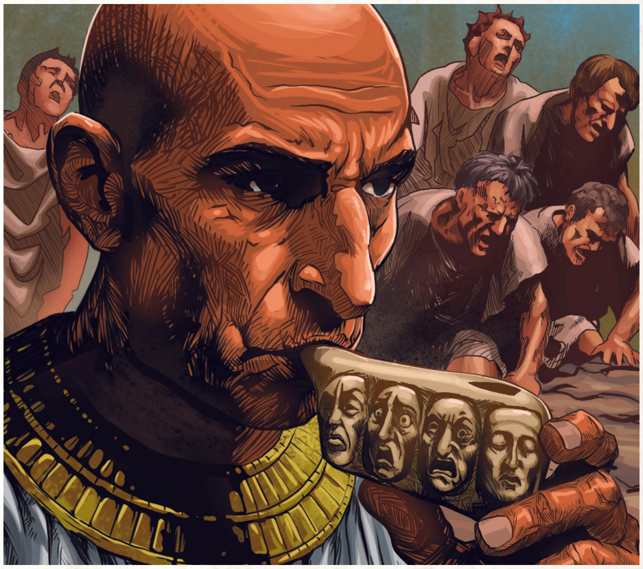
Base Cost 500gp: Single charge *Summon Manes* 1st level effect. Apparent Value 5sp.

The bottom of this small wax figurine carries a short inscription in Ancient Zaharan: "a day of service for a drop of blood". When a person spills a drop of their blood onto the figurine's outstretched tongue, the figurine will bubble and grow over the following turn into the semicorporeal grey-skinned humanoid figure of a lemure, a chaotic type of **manes** (see ***ACKS II Monstrous Manual*** p. 232). The lemure will serve the one whose blood it tasted slavishly, persisting until it is destroyed, **dispelled**, or has completed 1 day's service, as the spell *summon manes*. The lemure lacks any sense of initiative, and will return to its master for instruction after completing its previous orders or finding them impossible. A figurine of this kind is usually found stored in a teak box.

Whistle of Finality

Base Cost 15,000gp: 15 charges 2nd level effect. Apparent Value 100gp.

The sides of this ivory whistle are carved with a succession of expressive faces; the first face shows concern, the second alarm, the third anguish, and the fourth the peace known only to the dead. Blowing the whistle produces a deathly and high-pitched piercing note, requiring 4d8 HD of living creatures within 15' to make a Death saving throw. Those who fail the throw drop dead with blood running from their ears. Creatures with lower HD are affected first if there are more present than the wail can kill. The user is immune to the effect, as are creatures of 9 HD or more and creatures who are unable to hear the whistle's scream. The whistle is a charged item typically found with 2d8-1 charges remaining; when its last charge is used, it shatters into pieces.



Whistle of the Menagerie

Base Cost 12,000gp: Permanent (1/hour) 1st level effect. Apparent Value 20gp.

This bone whistle is cut in the vague shape of an animal, though beyond a semblance of head and a nub of a tail its form cannot be identified. The whistle can be used to imitate the sounds of any animal as if the whistleblower had one rank of Mimicry proficiency. A successful proficiency throw of 11+ is sufficient to convince even an experienced naturalist that they have heard the cry or song of the animal imitated. If the whistleblower is already proficient in Mimicry, he counts as having an additional rank for purposes of imitating animal sounds.

Whistle of Winged Words

Base Cost 12,000gp: 3/week not more than 1/day (periodic with cooldown) *Avian Messenger* 3rd level effect. Apparent Value 80gp.

This fine ivory whistle is carved with a depiction of a feather in front of a blazing sun. In addition to its normal use as a signaling device, the whistle can call a winged ally to deliver a message further than its shrillest shriek can reach. Once per day, by blowing one short, three long, two long, and one short blast into the whistle, the user can magically enlist the nearest flying animal (hawk, pigeon, bat, etc) to deliver a message, as the spell *avian messenger*. A flying courier can be called in this manner not more than three times each week.

White Elephant Figurine

Base Cost 15,000gp: 1/week 5th level effect, or **Base Cost 18,000gp:** 6th level effect (with fighters). Apparent Value 150 or 180gp.

This figurine of a Somirean elephant is carved from white marble the size of a human hand and lavishly decorated with detailed patterns cut into the marble and painted with vivid blues and greens. The tusks of the elephant are made of ivory, fitted to the stone and bound at the joint with a band of gold leaf. 3-in-6 such figurines are of a war elephant wearing lamellar barding; these also feature a war howdah which holds six carved ivory warriors mounted firmly in place.

When the user places it on the ground and speaks its command word, the figurine will transform into a living **elephant** (see ***ACKS II Monstrous Manual*** p. 119) able to serve as a war mount or beast of burden. The elephant will obey the verbal commands of the person who summoned it faithfully for up to 6 turns or until slain or commanded to retire, upon which it returns to figurine form. It may then be used again in a week's time, unless broken as a statuette. A war elephant figurine will be wearing lamellar barding armor and carrying a howdah upon its transformation. The ivory men with a war elephant will transform along with it, becoming six stony-eyed veteran riders (1st level fighters), each equipped with a composite bow and a lance and wearing brightly-decorated leather armor. Like the elephant, the men will obey the verbal orders of their summoner, though they will not dismount from the howdah. Any slain riders crumble to stone dust, reappearing in their usual place when the elephant returns to miniature.

White Sapling

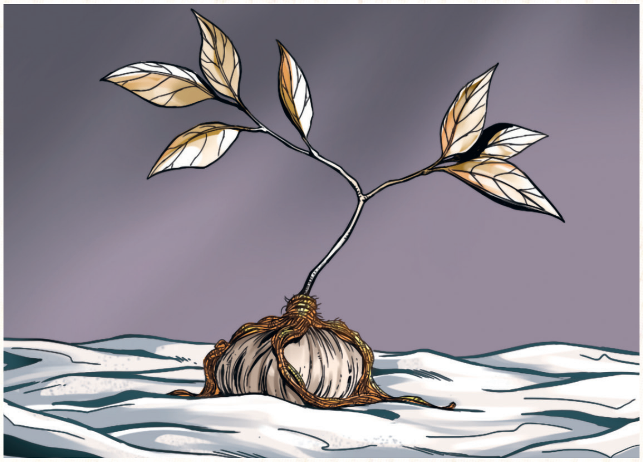
Base Cost 21,750gp: Permanent (1/day) 5th level esoteric effect 37,500gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -18,750gp; Single charge 6th level effect 3,000gp. Apparent Value 20gp.

The root ball of this white sapling is bound in white cloth by a knot of golden thread. These trees originated in ancient Elven practice, now only dimly remembered, when elven spellsingers would accompany elven arborists as they cultivated their tree gardens, singing sublime songs to encourage growth in young trees. Sometimes, as a song ended, the last note sung would become bound up in the roots of a nearby sapling; and while it remained bound, that sapling would neither grow nor wither. If such a sapling was carefully dug up and its roots meticulously bound in protective magic, it became a conduit to the power of the land itself.

A month after transplant to soil contiguous with the earth, a **white sapling**'s roots become sturdy enough to establish a **oneness of land and lord**, connecting the domain's health, the tree's beauty, and the standing of its ruler. The ruler's hit points are increased by 2 × the current morale score of the domain (a negative morale score will decrease his hp). Provided the ruler remains Lawful, healthy, and free of corrupting weaknesses, the domain's Land Value is increased by 2gp, as if it were benefitting from a *harvest* ritual. If the ruler is Neutral, but otherwise healthy and uncorrupted, there is no effect. If the ruler is Chaotic, or suffering from a curse, disease, or corrupting weakness, then the domain's Land Value is decreased by 2gp, as if it were suffering from a *ravage* ritual.

A white sapling can be made from any kind of tree, though the elves favored dawn redwoods. Regardless of type, its bark and leaves will remain ever-white. Its leaves will not fall with the seasons, though it will stand barren if the land is ruled by the Chaotic or otherwise corrupted. Once established, the tree's first ties are to the land, not the lord. Should ownership or stewardship of the land change, whether by inheritance, delegation, or conquest, after a month the tree's state and influence will reflect the character of the domain's new ruler. Such trees are loath to be moved. A Lawful supplicant, able to *speak with plants*, and with the consent or in the absence of a Lawful lord, who accepts a great *quest* in service of Law can persuade the tree to allow itself to be transplanted. Any other attempt at moving an established tree requires the uprooter to make a Paralysis saving throw, suffering a -2 penalty if Neutral or a -4 penalty if Chaotic. If the save succeeds, the tree survives being uprooted and can be re-planted. If the save fails, the tree perishes.

Should the tree be destroyed by a would-be transplanter, by a Chaotic conqueror wishing to maximize the value of his new lands, or by any other intentional or negligent act, a terrible fate will be set upon the perpetrators. A **wild huntsman**, an incorporeal undead born of elven cults when the Argollëan Empire was at its apex (see ***ACKS II Monstrous Manual*** p. 334), will be torn from his hunt and bound instead to avenge the desecration of the tree. The huntsman will seek to destroy the creatures involved, with those he slays rising the following day as **haunts** (see ***ACKS II Monstrous Manual*** p. 175). His hunt will be ended early if he kills the creature most responsible for the tree's demise, but he will otherwise cut a vicious path through all involved, or any that interrupt him, for 1 month. The huntsman cannot normally enter a pinnacle of good, or come within three miles of an elven fastness, but can do so if the tree was slain within such a pinnacle or fastness. If reduced to 0 hp, the huntsman rises again the next night; he cannot be truly slain unless the other seven members of his normal hunt are located and likewise destroyed in the same night. He will depart if the magic summoning him is **dispelled**.



Window to the Spheres

Base Cost 15,000gp: 1/week *Summon Invisible Stalker* 6th level effect 18,000gp; 1/week drawback 1st level effect -3,000gp. Apparent Value 200gp.

This round 1' wide mirror of dark volcanic glass is framed in silver. No mere reflective surface, it is actually a porthole to other spheres of existence. Once per week, by holding the mirror flat with his palm on the glass and speaking the command word "open" in Common Auran, its user can unseal the porthole. The volcanic glass will begin to ripple and change into a dark ichor. If the user then plunges his hand into the ichor and spends 1 turn feeling around inside, he will sense another hand has seized his own. If the user then withdraws his hand out of the ichor, an **invisible stalker** (see ***ACKS II Monstrous Manual*** p. 190) will be pulled into the world along with it. The mirror will turn back to obsidian immediately after the invisible stalker arrives. The creature can be given orders as normal for the spell *summon invisible stalker*, but it has a 1-in-6 chance of defying its commands and attacking its summoner instead.

Adventurers who think themselves cunning occasionally experiment with **windows to the spheres**, almost always calamitously. If someone other than the user attempts to plunge his hand into the ichor, or if the user attempts to plunge an object rather than a hand into it, the ichor immediately hardens back into volcanic glass, and the effect is wasted for the week. If the user leaves his hand in the ichor for more than 1 turn, perhaps hoping to keep the porthole open and pull the invisible stalker back into the world later, the ichor hardens back into volcanic glass and the user's hand is severed and lost to oblivion. If the user foolishly sticks his *head* into the ichor to "get a look around," he sees nothing except murky blackness; if he insists on keeping his head in the ichor for 1 turn, the ichor decapitates the user when it hardens back into glass. His head will then be lost to the outer spheres, making restoration to life impossible without ritual magic.

Winged Sandals

Base Cost 57,000gp: Permanent (turn/level) *Flight* 3rd level effect. Apparent Value 350gp, but obviously magical.

The straps of these gold-buckled leather sandals rise up nearly to the knee, with fine golden wings attached at their ankles. The wings unfurl when the sandals are worn and begin to flap. The wearer gains the ability to fly with a combat speed of 120' per round and an exploration speed of 360' per turn, the movement of the 6" long wings propelling him gracefully as the spell *flight*, subject to the spell's usual constraints for encumbrance and maximum load.

Wearing a single sandal provides no ability to fly whatsoever; rather, the wearer constantly trips over himself as his sandaled leg is erratically pushed and pulled around by the unpartnered wing. Until he removes the sandal or puts on the other one, he must make a Paralysis saving throw each time he moves at faster than half combat speed, falling **prone** if he fails.

Witch's Broom

Base Cost 48,000gp: Permanent (1/hour) 4th level effect. Apparent Value 2gp.

This broom can be distinguished from a mundane broom by its binding: golden hair from the head of a young maiden. When mounted and commanded the broom will rise into the air, able to fly with a combat speed of 80' per round and an exploration speed of 240' per turn with a single rider weighing up to 20 stone. Should a second rider or equivalent weight be added, the broom will slow to a rate of 60' per round and 180' per turn. The broom will not fly if more than 40 stone of weight is carried, plummeting to the ground or failing to rise as appropriate.

Witch's Shirt

Base Cost 89,000gp: Armor +4 65,000gp; Permanent (1/hour) *Divine Grace* 2nd level effect 24,000gp. Apparent Value 50gp.

The soft silky fabric of this fine golden shirt is woven entirely from wavy blonde hair. When worn, the shirt grants its wearer a +2 bonus to his saving throws and a +4 bonus to his armor class; the AC bonus stacks with other modifiers to AC but not with worn armor. A **witch's shirt** features prominently in the saga of the Jutlandic sea rover Iann Kirksson and the witch Aesri. At the start of the saga, Kirksson carries off the beautiful sylvan witch during a raid and soon makes her his wife; but before he can sire an heir, he is summoned back to war by his jarl to fight alongside untrustworthy allies. Aesri begs the warrior to stay; when he refuses, she cuts off her long shimmering hair and weaves it into a magic shirt to protect him from treachery even as he sleeps. The tale is told with two endings: in the first, Kirksson returns safely after many adventures, sires a son with Aesri, and passes the shirt down to him; in the second, more tragic ending, Kirksson removes the shirt after battle so that he can bathe before returning home, only to be stabbed by his treacherous allies while unclad.

Witching Stick

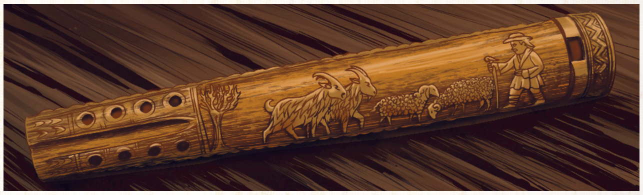
Base Cost 5,000gp: 1/day 1st level effect. Apparent Value 100gp.

This forked stick is cut from the whole trunk of a young tree, its lower half still green. Once per day, by concentrating on the stick for 1 turn, its wielder can use the stick to find the nearest lair within 3 miles (one 6-mile hex). The wielder must make a proficiency throw of 4+, or 2+ if he has the Land Surveying proficiency. If the throw fails, the stick feels inert in the wielder's hands. If the throw succeeds, the stick swivels to point in the general direction of the nearest lair and begins vibrating up and down. The length of the vertical arc traversed by the tip of the vibrating stick indicates the approximate distance to the nearest lair, with one foot corresponding to one mile. For example, if the witching stick vibrates up and down by 2'3", the nearest lair is about 2 ¼ miles away.

Woodwind of the Woodlands

Base Cost 3,300gp: 1/turn cantrip effect. Apparent Value 105gp.

This reed pipe is carved with pastoral images. If a person plays the woodwind while at least one animal of 1 HD or less is within 15', the nearest such animal must make an Implements saving throw. If its save succeeds, the animal resists the woodwind's magic; if it fails it falls under the pipe-player's sway and thereafter does whatever he commands, the orders magically conveyed to the animal by the music of the pipe. The effect lasts for as long as the user continues to play, though the animal receives another saving throw each turn. Once freed the animal will immediately seek to return to its original location; its disposition towards the pipe-player will depend on how it was treated while ensorcelled. The woodwind cannot be used for 1 turn after the user stops playing or the animal succeeds on a saving throw. Using the woodwind does not require the Performance proficiency, but the target suffers a -1 penalty to the save per rank of Performance possessed by the pipe-player.



Wretched Nail

Base Cost 500gp: Single charge *Frighten Beast* 1st level effect. Apparent Value 1sp.

This small **cursed** steel nail is of the size used to affix horseshoes; just two small notches below the head distinguish it visually from ordinary nails of its kind. The nail has no effect unless it is used to affix a horseshoe to a horse and that horse is then ridden into battle. When the army on which the horse's rider fights is first subjected to an enemy attack, the horse is **frightened** for 3 turns unless it succeeds on a Paralysis saving throw, as the spell *frighten beast*. Nails of this kind are typically used to sabotage commanders and heroes of an enemy army, placing them at an immediate disadvantage at the outset of an important battle.

Wristlet of Rectification

Base Cost 14,000gp: 7 charges 4th level effect. Apparent Value 100gp.

This bracelet of hammered silver is eternally pure; its pristine engravings never tarnish, and neither dust nor sweat ever cling to it. By pointing and snapping his fingers, the wearer of the wristlet can force an enchanted creature of Chaotic alignment within 45' to make a Death saving throw. If the creature's save succeeds, it is unaffected; if its save fails, it is immediately **disintegrated**. Each use of the wristlet's power expends one charge, whether or not the target is reduced to ash. The wristlet is found with 2d4-1 charges remaining.

Wyvern Whistle

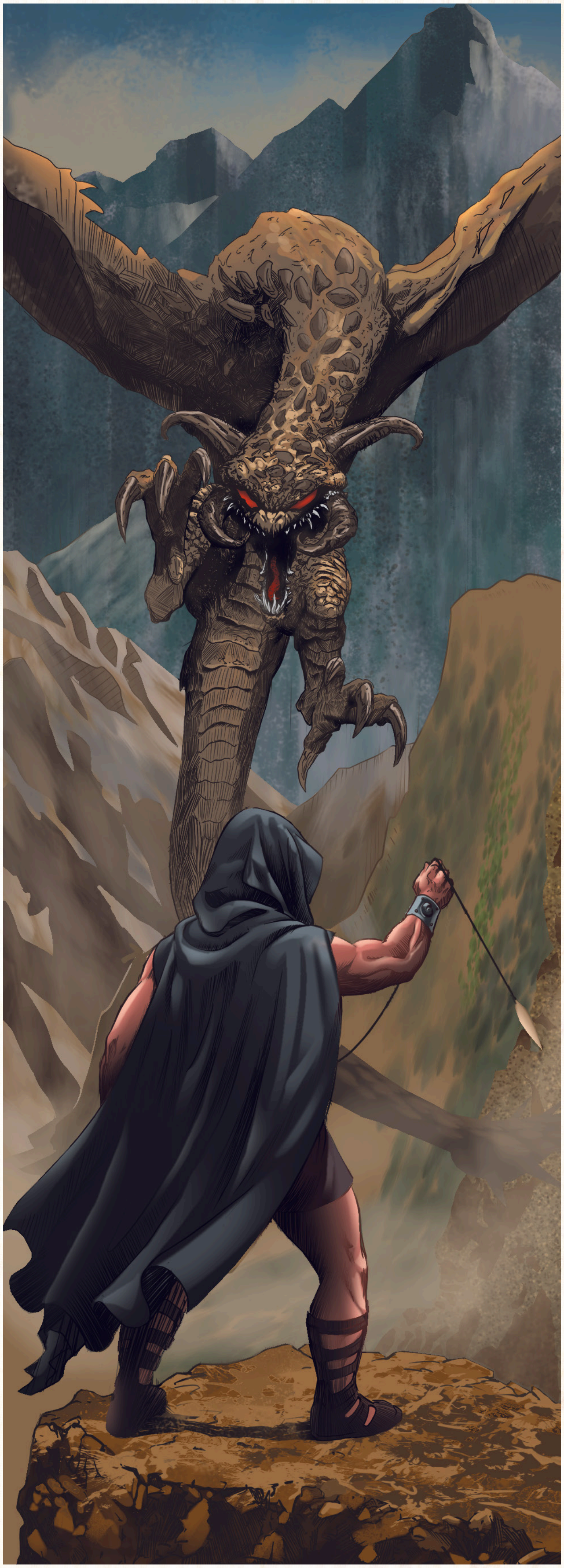
Base Cost 12,000gp: 1/week 4th level effect. Apparent Value 150gp.

This strangely shaped whistle is cut from the tail stinger of a pale wyvern, mistakeable for ivory if not for the discoloration of venom stains. It is meant to be tied to a string and whirled in a circle in the same manner as a bullroarer. Once per week, by whirling the whistle for 1 turn, the user can call a **wyvern** (see ***ACKS II Monstrous Manual*** p. 344) to serve him as a winged steed. The wyvern will fly to the user from the nearest 24-mile wilderness hex of mountain terrain, requiring 1d6 hours if called from within such a hex, and an additional hour per additional 24-mile hex between that hex and the user's location. If the user is unreachable upon the wyvern's arrival (e.g. deep in a dungeon), the wyvern will circle the sky close by. The wyvern will understand the user's speech and will serve as a loyal mount for a Chaotic user or others that he directs, acting as if it were the user's henchman for 1 day before departing (unless it is slain or **dispelled**). The wyvern will only grudgingly serve a Neutral user or rider, however, and if asked to perform a Lawful action or assist a Lawful creature it will immediately depart. The wyvern does not arrive with saddle and tack, nor does the whistle grant a rider the Riding proficiency, so unproficient users who ride the wyvern into battle do so at their own risk. The wyvern will not answer the user's call if he has malicious intentions for the wyvern, such as to capture or kill it.

Yarn of Treasure Finding

Base Cost 2,000gp: Single charge *Locate Treasure* 4th level effect. Apparent Value 40gp.

This ball of bright yellow yarn is woven with short lengths of golden wire that glitter in the light. By speaking the yarn's command word and tossing it lightly ahead, the yarn's user can discover the distance and direction to the greatest treasure hoard within 540', as the spell *locate treasure*. The yard will reveal the direction to the treasure by unraveling itself in that direction; it will indicate the distance to the hoard by forming a series of knots near the front end, each knot indicating a distance of 10'. The yarn can only be used once and becomes non-magical once unraveled.



SWORDS

Swords, as an item type, include both weapons explicitly referred to as swords (such as short swords or two-handed swords) as well as knives and daggers. A magical sword typically has a permanent bonus applied to attack throws and damage rolls made with it; this bonus may rise against certain foes or in certain circumstances, and the sword may have additional powers. Unless otherwise specified, a sword's bonus and abilities only function for a character proficient in the use of the weapon in question. The apparent value of any magic sword is 650gp plus the base cost of the weapon (resulting in 657gp for a short sword, 660gp for a sword, etc.) unless detailed otherwise, equivalent to the value of a masterwork weapon.

Any time a spell from a sword triggers a Spells saving throw, the target makes an Implements saving throw instead. Paralysis, Death, or Blast saving throws are not replaced by Implements saving throws, however.

Cutlass of the Four Crescents

Base Cost 173,000gp: Short sword +2/+4 40,000gp; Permanent (1/3 turns) 2nd level effect 38,000gp; Permanent (1/turn) 4th level effect 100,000gp; Permanent (1/3 turns) 1st level effect 19,000gp; 2 Permanent (1/hour) 1st level drawbacks -12,000gp each. Apparent Value 2,000gp.

This legendary scimitar carries its name etched in Shebatean calligraphy across its blade. The **short sword +2, +4 versus genies** deals an additional 1d6 ☥ damage against efreeti, hafari, janni, and marids (as the spell *striking* but only against genies). When unsheathed the sword protects its wielder and creatures within 10' of him from all genie magic (as the spell *anti-magic sphere* but only against the spells and powers of genies). When within 90' of a genie, the scimitar thrums and vibrates violently in its scabbard (if sheathed) or howls and glows with bright green fire (if brandished), alerting its bearer to the threat. Genies can palpably feel the weapon's hatred for them anytime it is nearby, and can never be **surprised** by the blade's wielder. Anyone carrying the weapon suffers a -4 penalty on reaction rolls with genies, who will typically either attack the wielder to destroy the blade or flee its terrifying might.

Dagger +1, Assassin's

Base Cost 24,000gp: Dagger +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 653gp.

This **dagger +1** is forged from a single piece of steel from tip to pommel, with a pair of plain cherrywood grip panels affixed to the hilt. Viscous fluids such as blood or honey easily slip off the blade. When its wielder deals bonus damage from using the Ambushing proficiency or **backstab** power, the dagger's point glides around armor or bone to strike deeply into the target, dealing an additional 4 ➶ damage.

Dagger +1, Bloodletter

Base Cost 5,750gp: Dagger +1 5,000gp, consume for single charge *Cure Disease* 3rd level effect 1,500/2 = 750gp. Apparent Value 653gp.

This slim **dagger +1** has a mirror-polished blade. If its point is drawn slowly across a willing or **helpless** creature to release blood, it inflicts 1 🗡 damage and *cures disease*, as per the spell. Thereafter, the blade's sheen fades to a dull finish, and it loses all magical properties.

Dagger +1, Bloodseeking

Base Cost 14,000gp: Dagger +1 5,000gp; 1/week 3rd level effect 9,000gp. Apparent Value 653gp.

This **dagger +1** is made of wrought iron with a spiked pommel and hiltguard painted with anguished faces. **Bloodseeking daggers** were made in Old Zahar to find people and other creatures which were especially valuable as blood sacrifices. Once per week, by placing the dagger on a smooth flat surface and spinning it about its center of balance, the wielder can learn the direction and distance to the most powerful Lawful creature within 100 miles. The direction to the creature will be revealed by the blade's final orientation. The distance will be revealed by the dagger's final location, its center of balance having shifted approximately 1" per 6 miles of distance between it and the prospective victim.

Dagger +1, Death Double

Base Cost 20,000gp: Dagger +1 5,000gp; 1/day 3rd level effect 15,000gp. Apparent Value 653gp.

This **dagger +1** bears an engraved portrait of a man with a slit throat and a winking eye. When the wielder draws the dagger across the throat of a recently deceased humanoid, the wielder's and corpse's features each appear to flow off their own skin and onto the other's. The features of the wielder are perfectly replicated as an illusion upon the corpse (excluding the dagger itself), and the features of the corpse are replicated just as it was before death as an illusion upon the wielder.

These illusions are multisensory. The illusion that shrouds the corpse looks, sounds, feels, and smells like the wielder; it will produce a grunt or groan of pain if "injured," bleed if "cut," and fall silent if any "injuries" it accumulates appear fatal. The illusion of the wielder will seem immobile, as if paralyzed or helpless with drink. It can be dragged (along with the corpse it conceals) but will not move of its own accord more than necessary to simulate the basic signs of life, such as breathing or blinking. The wielder, likewise, appears to all the senses just as the deceased did in life.

The **death double dagger** is typically used to throw off pursuit, whether by securing a fresh face from an unfortunate bystander or leaving a guard to "sleep" in the cell of a freed prisoner; it lasts for up to 1 day, ending early if either subject is **dispelled**.

Dagger +1, Delver's

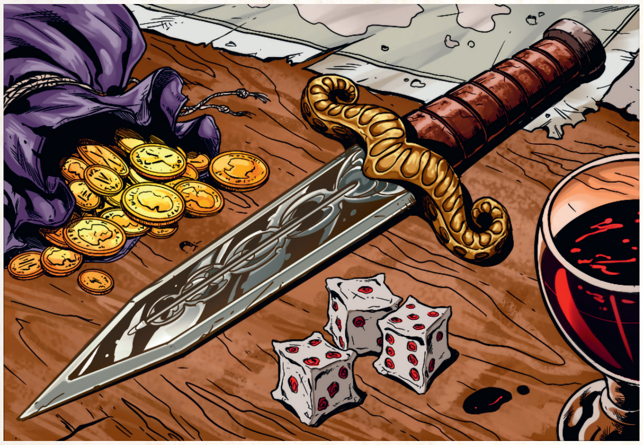
Base Cost 26,000gp: (Dagger +1/+2 10,000gp; Permanent (turn/level) 1st level effect 19,000gp; 1/week 1st level effect 3,000gp; 1/week drawback 2nd level effect -6,000gp. Apparent Value 653gp.

Known for its use by dwarven explorers and relic-hunters, this thin dark blade acts as a **dagger +1** when used aboveground. When underground (in caves, crypts, cellars, and so on) its true power is revealed: it functions as a **dagger +2** and grants its wielder heightened vigilance and stealth while held. The wielder gains a +1 bonus to surprise rolls, and imposes a -1 penalty to opponents' surprise rolls when approaching from outside line of sight or lying in wait in cover, dim light, or darkness. The dagger can also help uncover relics and riches. Once per week, if a coin is touched to the blade, its tip jerks to point toward the most valuable treasure within 240', as the spell *locate treasure* but with a duration of just 1 round. Any creature that wields the dagger underground becomes attuned to the dark, suffering a -1 penalty to all attack throws while in direct sunlight for 1 week thereafter.

Dagger +1, Disarming

Base Cost 24,000gp: Dagger +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 800gp.

This **dagger +1** has a thick hiltguard with spiraling protrusions on each side, fashioned to depict the grasping arms of a kraken. Among Opelenean duelists, disarming an opponent is considered the pinnacle of skill, while being disarmed brings lasting shame. From these values arose an unusual dueling tradition favoring two-handed weapons, even in duels to first blood. These daggers were crafted to aid duelists in such contests of prowess, and are suited for an aggressive style. When the wielder attempts a disarm special maneuver, he suffers only a -2 penalty to his attack throw, rather than the usual -4. If his attack throw succeeds, his opponent suffers a -2 penalty to his Paralysis saving throw to retain the targeted weapon. If the wielder possesses the Combat Trickery (disarm) proficiency, the penalty to his attack throw is reduced to -1, and the penalty to his opponent's saving throw is increased to -3.



Dagger +1, Enervating

Base Cost 6,500gp: Dagger +1 5,000gp, consume for single charge 6th level effect 3,000/2 = 1,500gp. Apparent Value 653gp.

This double-edged **dagger +1** has a black leather handle and a dark finish. When its wielder speaks the command "fade" in Ancient Zaharan, the blade loses its shine and emits a faint sickly smoke. Thereafter, the dagger no longer deals its normal damage. Instead, a successful melee attack made with it against a living creature will deal 1d8 ☠ damage and permanently reduce the victim's maximum hp by an equal amount. If the creature is reduced to 0 hp, it is immediately slain. If it survives, it is **enervated**, the remnant of the evil blade giving lasting torment in the days to come. A creature which has its maximum hp reduced to 0 by the dagger's ☠ damage or enervation will manifest 1 day later as a **haunt** (see ***ACKS II Monstrous Manual*** p. 175), appearing within 300' of its site of death. The smoking blade dissipates entirely after it damages a creature or after 11 rounds have passed since the command word was spoken, whichever occurs first.

Dagger +1, Fool's

Base Cost 10,000gp: Dagger +1/+2 10,000gp; 1/day *Illusory Duplicates* 2nd level effect 10,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -10,000gp. Apparent Value 653gp.

This narrow **dagger +1** has a plain oak handle with a ball of polished brass for a pommel. In the hands of a "fool" (a creature with INT and WIL scores both below 9) the blade functions as a **dagger +1, +2 versus spellcasters**. Additionally, once per day by twisting the pommel, a fool will grant himself **fool's luck**. The next 1d4 spells or attacks that target him directly narrowly miss by unlikely happenstance. The fool's luck does not protect the fool from area-of-effect spells or breath weapons, but neither do such attacks use up the luck. Any unused luck fades after 6 turns. Using this weapon may make a fool of anyone: if its wielder rolls a natural 1 on an attack throw, he hits an adjacent ally instead of his intended target. If no ally is adjacent, he must succeed on a Paralysis saving throw or strike himself!

Dagger +1, Fortune's Friend

Base Cost 6,000gp: Dagger +1 5,000gp; 1/day cantrip effect 1,000gp. Apparent Value 653gp.

The rounded hilt of this **dagger +1** can be opened at the pommel to reveal a secret compartment suitable for concealing a very small item such as a key, a rolled parchment, or another tiny object (at the Judge's discretion). Once per day by rubbing the pommel, the bearer will gain a +1 bonus to his next proficiency throw.

Dagger +1, Gutting

Base Cost 17,000gp: Dagger +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 653gp.

This **dagger +1** has a bone handle carved with a scrimshaw depiction of a wounded whale. Designed to rip and tear creatures open from the inside, knives like these are meant to ensure that man remains the apex predator in a world where dragons, whales, and other colossal beasts might otherwise make him prey. Anytime the wielder is swallowed whole by a creature, he gains a +4 bonus to his attack throws (offsetting the usual penalty for being swallowed) and deals an additional 1d4 🗡 damage.

Dagger +1, Harvester's

Base Cost 11,000gp: Dagger +1 5,000gp; 3/day not more than 1/hour (periodic with cooldown) 1st level effect 6,000gp. Apparent Value 653gp.

This **dagger +1** has a curving blade designed for easy gutting and an antler hilt carved with a depiction of a raven picking at a corpse. The wielder can use the dagger to harvest up to 1,800gp per day of special components from the remains of any animal, beastman, fantastic creature or vermin, as if he had three ranks of the Animal Husbandry proficiency. He does not need any other tools apart from the dagger, although preserving the components' value might still require metamphorae, and the parts of the monster containing spiritual residue must still be identified before harvesting.

Dagger +1, Mercystroke

Base Cost 24,000gp: Dagger +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 653gp.

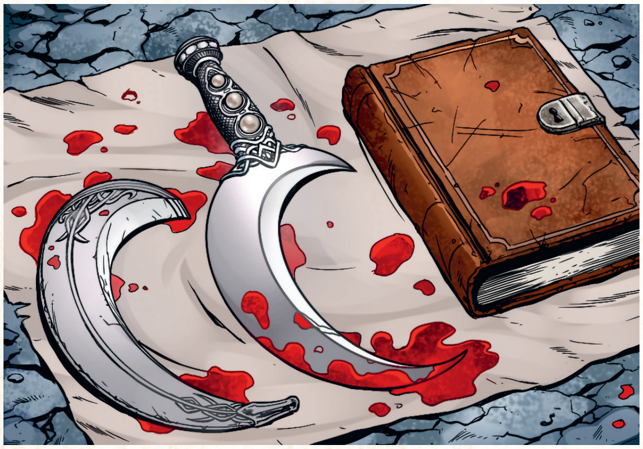
This long, thin **dagger +1** has a teardrop-shaped hole in the blade immediately above its round hiltguard. When used against a **helpless** creature, the dagger glides deep into exposed flesh with nary a moment's delay, allowing the wielder to perform a coup de grace special maneuver with it even while **engaged** by other enemies.

Dagger +1, Moontear

Base Cost 17,000gp: Three quarter price dagger +1 5,000*3/4 = 3,750gp; Quarter price dagger +3 35,000/4 = 8,750gp; Quarter price 1/week *Passageway* 6th level esoteric effect 18,000/4 = 4,500gp. Apparent Value 653gp.

Three white pearls are set on each side of the grip of this **dagger +1**, and its crescent blade bears a silver finish which gleams with the distant warmth of the moon. Daggers of this kind are sometimes called "phase daggers" by those unfamiliar with their true origins. In truth, they were created by the Sisterhood of the Moon Tear, an elven circle founded by the nightblade Feytalia in the aftermath of beastman attacks against her fastness. Each blade was forged under a full moon and tempered with magic in a reflecting pool until the next full moon, then bestowed upon a newly initiated master assassin tasked with a critical mission to be completed within the month – on pain of expulsion from the Sisterhood.

During the week each month when the moon shines brightest, the dagger reveals its full power, functioning as a **dagger +3**. Once during each such period, the dagger can be used to make a daring escape from or provide access to places otherwise thought secure; by whispering a command word and tracing the dagger's tip in a circle on concrete, plaster, stone, or wood, the wielder can create a *passageway* 10' wide and up to 30' deep that persists for 6 turns (as the spell).



Dagger +1, Runecarver

Base Cost 14,000gp: Dagger +1 5,000gp; 6 charges *Rune of Warding* 3rd level esoteric effect 9,000gp. Apparent Value 700gp.

This **dagger +1** has silver pounded into its steel blade. When viewed at the proper angle, the silver can be seen to be shaped into Jutlandic runes. The wielder can use the dagger to inscribe a *blast rune of warding* onto an area or object. Up to 100 square feet can be warded each round, with up to 125 square feet warded by one *rune*. When the wielder has created the *rune*, he must specify a damage type of his choice, choosing from ❄, ⚡, 🔥, or ◠ damage. He can then set a password for the *rune* by muttering a phrase of up to a few seconds in length.

Thereafter, any creature entering or touching the warded area or opening the warded object without speaking the password within 1 round triggers the *rune*. When the *rune* triggers, each creature in the warded area or touching the warded object must make a Blast saving throw. If the save fails, the creature takes 10 damage of the appropriate type, or half that if the save succeeds. These daggers are typically found with 1d6 *runes* remaining on their blade. Each *rune* can only be inscribed once; the silver tarnishes slightly when its *rune* is inscribed and fades entirely when its *rune* is triggered.

Dagger +1, Sacrificial

Base Cost 24,000gp: Dagger +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 653gp.

This evil **dagger +1** has a curved blade with an iron cross guard and pommel that end in sharp spikes and a slight red tint visible along its edge when glimpsed from the corner of one's eye. In the hands of a wielder capable of performing blood sacrifices, the dagger allows such offerings to be conducted a single round. (The blood sacrifice must still take place in a chaotic temple, graveyard, or other sinkhole of evil.)

By sacrificing a **helpless** (if Lawful or Neutral) or willing (if Chaotic) victim, the wielder can also regain the ability to cast a spell of a level he has previously expended. The victim's death must provide sufficient divine power for the spell. It costs 6 divine power for 1st level spells; 18 for 2nd; 36 for 3rd; 60 for 4th; 90 for 5th; and 126 for 6th. Any excess divine power from the sacrifice is available for other purposes (magical research, etc.). Regardless of the number of sacrifices made or divine power generated, a character cannot regain the same level of spell more than once per day through the use of this power.

Dagger +1, Spellstealing

Base Cost 30,000gp: Dagger +1/+2 10,000gp; 1/day 4th level attack effect 20,000gp. Apparent Value 653gp.

This **dagger +1, +2 versus spellcasters** bears a Zaharan aphorism etched around its ivory grip: "only a lazy student allows his master to decide when lessons are concluded". According to legend, the first dagger of this kind was gifted by a sorcerer-priest to a rival's apprentice, spurring the young acolyte to violently accelerate his studies.

Once per day, an arcane spellcaster wielding the dagger can activate its nefarious power by shouting "teach me!" in Zaharan while making an attack against another arcane caster. If the attack is successful, the target must immediately make a Death saving throw. If the save succeeds, the target only suffers the attack's normal damage. If the save fails, the target suffers damage and also loses an arcane spell from his repertoire, randomly selected from among those of the highest level available to both casters. The dagger immediately adds the stolen spell to its repertoire. Whether the spellstealing succeeds or fails, it cannot be attempted again until the following day.

While the stolen spell is in the dagger's repertoire, the wielder can cast the spell as if it were in his repertoire. He can transcribe its formula into his spellbook by dedicating 1 day per level of the spell, and thereafter add it to his own repertoire (rather than the dagger's), replacing a spell already known if he already has the maximum number of spells in repertoire, by studying the formula as a dedicated activity for 1 week. The stolen spell remains in the dagger's repertoire until the dagger is used to steal a different spell. The dagger can never have more than one spell in its repertoire at a time.

> *Only a lazy student allows his master to decide when lessons are concluded.*
>
> Zaharan Aphorism

Dagger +1, Stinger

Base Cost 6,000gp: Dagger +1 5,000gp, consume for single charge *Poison* 4th level effect 2,000/2 = 1,000gp. Apparent Value 653gp.

This narrow **dagger +1** has a hilt wrapped in alternating stripes of subdued yellow and black leather. When the wielder grips the hilt and speaks the command "sting", the blade's tip secretes a deadly venom. The first creature damaged by the envenomed dagger must succeed on a Death saving throw or instantly die, as per the spell *poison*. The poisoned blade splinters apart once a successful attack is made with it, or otherwise after 7 rounds.

Dagger +1, Treacherous

Base Cost 24,000gp: Dagger +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 653gp.

Known for its use by both syndicates and senators, this **dagger +1** has a sleek design with a rounded hiltguard, allowing a smooth draw from concealment within clothing. If its wielder uses Diplomacy or Bribery to gain a Friendly reaction roll, he can force every creature (allied or enemy) within 30' to make surprise rolls at a -3 penalty by treacherously attacking with the dagger. Any creature that fails the roll is **surprised** for the first round of combat. In order for his own party to also attack during this surprise round, the wielder must either have some way of secretly signaling them to attack or must have planned the treachery to occur in advance. The dagger provides no benefits to surprise if the opposition has a venturer handling negotiations, due to their knowledge of the **art of treachery**.

Dagger +1, Venomous

Base Cost 23,000gp: Dagger +1 5,000gp; 6 charges choice of *Poison* 4th level effect or recharge 4th level effect = effective 6th level effect 18,000gp. Apparent Value 653gp.

This serrated **dagger +1** is made entirely of jet-black steel, save for the dull brass ring below the hiltguard. It has the magical ability to secrete poison. The wielder may speak its command word (the Kemeshi onomatopoeia for "hiss") to expend a charge and envenom the blade for 7 rounds, as the spell *poison*. The first time the wielder successfully deals damage with the poisoned blade, the target must succeed on a Death saving throw or die instantly.

A **venomous dagger** is created with 6 charges of poison and is typically found with 1d6 charges remaining. As the charges are used up, the dagger loses its jet-black tint, eventually fading to a dull grey when empty. The dagger can be recharged, however, by infusions of giant black worm venom, dragon blood, or similar poisons capable of instantly killing their victim. To recharge the dagger, the wielder spends 1 turn laying it flat on a stone floor, surrounding it with a circle of salt, and slowly pouring a dose of appropriate poison over its blade. Over the following day, the poison will slowly seep into the dagger, darkening its hue, finally restoring one charge after the full day elapses. If the dagger is handled before the poison has fully seeped in, the recharging is aborted and the poison is wasted.

Dagger +2, Displacement

Base Cost 30,000gp: Dagger +2 15,000gp; 1/day 3rd level attack effect 15,000gp. Apparent Value 700gp.

The wide blade of this **dagger +2** is decorated with a landscape, with inlaid gold for the sun and its rays shining down over a mountain range etched in darkened steel. The dagger can slip between spaces as easily as between ribs; once per day the wielder can use a combat action to *teleport* himself or a target he is touching to any location within 360' without error. If the target is unwilling, an attack throw is required to touch him with the blade. The touch can be with the flat of the blade (dealing no damage) or its edge (dealing normal damage). The touched target can resist the effect by making a successful Implements saving throw, though the save does not prevent damage from being dealt. Regardless of whether the attack hits or misses, the effect cannot be used again until the next day.

Dagger +2, Flaying

Base Cost 64,500gp: (Dagger +2 15,000gp, 1/turn 3rd level effect 49,500gp). Apparent Value: 653gp.

This curved **dagger +2** is adorned with a miniature skull carved of ivory set in a black circle on its gilded hilt: the mark of Dirgion, Lord of Death and Rebirth. The horrific undead known as a **flay fiend** is created by painstakingly removing the intact skin from a humanoid creature and then animating it with necromantic energies – but a **flaying dagger** permits this lengthy process to be considerably hastened. If the wielder uses a combat action to flay the skin of an adjacent eligible corpse with the dagger, the corpse's bones and organs will immediately liquify and seep out of the holes in its flesh. The remaining bloody skin will then animate into a flay fiend (see ***ACKS II Monstrous Manual*** p. 141), which will obey the wielder's verbal orders in the same manner as the spell *animate undead*. The wielder can flay and animate a new corpse every round, subject to the availability of eligible corpses. A flay fiend can only be created from the corpse of a humanoid with 1 Baseline HD or less with mostly intact skin; burned corpses, decayed corpses older than 2 weeks, and corpses of larger humanoids cannot be used. The flay fiends animated by the dagger last until destroyed or **dispelled**, or until 1 day elapses, thereafter crumbling into dust.

> *To be undead is to escape the destruction of your soul... Undeath, then, is the most desirous of all states. It is a gift that should be shared widely, yes, even with those too unwise to know they should seek it.*
>
> Ishme-Dagon, *The Corporium*,
> Vol. 1 "On the Virtue of Undeath"

Dagger +2, Marrow-Scraper

Base Cost 44,000gp: Dagger +2/+3 25,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 653gp.

This **dagger +2, +3 versus humans** is notable for being of goblin make. Its blade and tang were cut from an Auran sword of nobler purpose, reforged in unholy fire, quenched in blood, and inscribed with the hideous scratches that constitute goblin script, only a piece of the original blade's inscription in classical Auran – "preserve life" – remaining to evidence its drastic repurposing. So long as the bearer's most recent meal included at least a mouthful of meat or marrow, he can ignore all effects of being **underfed** or **starving**. The meat can, if necessary, come from the wielder himself, though even goblins are loath to practice auto-cannibalization.

Dagger +2, Vampiric

Base Cost 90,000gp: Dagger +2 15,000gp; At-Will (concentration) 3rd level attack effect 75,000gp. Apparent Value 653gp.

This **dagger +2** is long and thin with a mirror-bright finish. The wielder appears in its reflection only as a vague blur, though his surroundings are reflected with perfect clarity. On an attack throw that hits with an unmodified roll of 20, the dagger **drains life** from any living creature it strikes. The target suffers 1d6 ☠ damage as vital essence is leached from its body, with a successful Death saving throw reducing the damage by half. The wielder is healed an amount of hit points equal to twice the ☠ damage dealt.

Dagger +2, Vulpine

Base Cost 33,000gp: Dagger +2 15,000gp; 3/day not more than 1/hour (periodic with cooldown) 3rd level effect 18,000gp. Apparent Value 653gp.

This sleek **dagger +2** has a red-lacquered hilt and a pommel of rose gold. Three times per day (but not more than once per hour), by speaking the dagger's command word, the wielder can seemingly transform into a skulk of 1d4+1 **foxes**. Any equipment the wielder was carrying or wearing, including the dagger, seems to merge into his new forms. While transformed, the wielder has the fox's physical characteristics, physical attacks, special abilities, and statistics, while retaining his own mental abilities. (Treat a fox as a jackal; see ***ACKS II Monstrous Manual*** p. 191.) Only one of the foxes is actually the wielder himself, however; the other 1d4 foxes are *illusory duplicates* (as the spell). The illusory foxes move in concert with the wielder's movement and mirror the wielder's behavior until they are destroyed or dispelled. The wielder remains in fox form until 3 turns elapse or until he chooses to revert to his original form (doing so at the start of his initiative in combat). Any remaining duplicates disappear when the wielder returns to his own form.

Dagger +3, Unseen

Base Cost 92,000gp: Dagger +3 35,000gp; 1/hour 4th level effect 32,000gp; 1/day *Spiritwalk* 5th level esoteric effect 25,000gp. Apparent Value 653gp, but obviously magical.

This steel **dagger +3** appears opaque to the eye, yet casts a translucent, refracted shadow – like light through shaded glass. Its magic is tied to unseen movement and hidden paths. Daggers of this kind are believed to be creations of illusionists devoted to Istreus, god of secrets. When candlelight refracts across the blade, a faint image of an owl – his sacred animal – can be glimpsed.

Once per hour, the wielder can speak a command word to become **invisible**. The effect lasts until the wielder casts a spell or until his body loses contact with the dagger. Once per day, the wielder can *spiritwalk* as the spell, leaving his body in a helpless trance while his spirit walks free of his body for up to 9 hours. If the wielder was invisible when he began spiritwalking, his body remains invisible until his body loses contact with the dagger. If the wielder was not invisible when he began spiritwalking, he can make his spirit **invisible**. The effect lasts until the dagger is removed from his body or the wielder's spirit casts a spell, returns to his body or is destroyed. The dagger itself, being corporeal, stays with the body, so its effect cannot be reactivated while the wielder is spiritwalking.

Fang of Nargund

Base Cost 183,000gp: Short sword +3 35,000gp; Permanent (1/3 turns) *Striking* 3rd level effect 57,000gp; Permanent (1/hour) 6th level effect 72,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 1,500gp.

This legendary **short sword +3** is forged of exemplary steel, its blade shaped to resemble a massive wolf's tooth. Inlaid rubies and rose gold depict fresh blood dripping down its edge. Modeled after the fang of Nargund, the Dusk Wolf, this weapon marks its wielder as a peerless predator. Whenever the wielder successfully strikes a foe, the sword deals an additional 1d6 ☠ damage. The chthonic blade also draws forth and magnifies the deep-seated fears of its wielder's foes, reducing all but the most steadfast to panicking prey animals. While the blade is drawn, all living creatures of fewer than 9 HD within 60' who **behold** the blade or its wielder must make a Paralysis saving throw at the start of their initiative. If the save fails, the creature becomes **frightened** for 6 turns or until the effect is **dispelled** or removed. If the save succeeds, the creature is not frightened, and does not have to save again upon beholding the blade or its wielder for 1 turn. Creatures with fewer than 2 HD automatically fail the save, so they always become frightened. The wielder himself is **immune** to the blade's fear, along with all other fear effects short of the presence of Nargund himself; his allies benefit from no such protection, however, and must avert their gaze or risk succumbing to fear as well.

Fire-Eater Sword

Base Cost 144,000gp: Sword +3/+6 95,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp; At-Will (concentration) 1st level effect 25,000gp. Apparent Value 2,000gp.

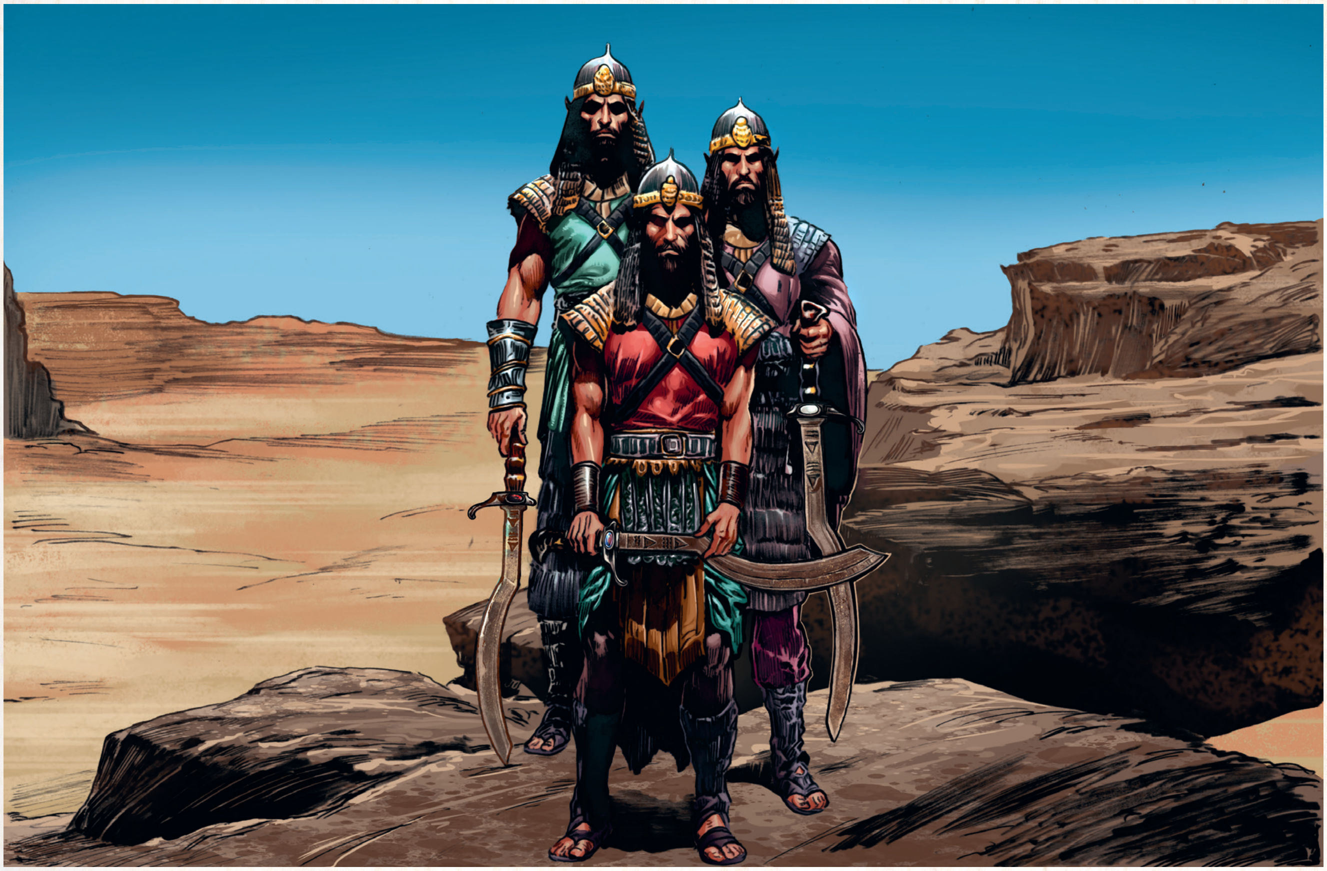
This **sword +3** was forged in frost, cold-hammered into form from star-iron that fell out of the icy sky onto the frozen tundra. Heat sinks into the blade and is never returned. Against creatures that employ elemental fire attacks or dwell in environments of elemental fire (such as efreeti, fire giants, or red dragons) the **fire-eater** functions as a **sword +6**, cleaving through their flesh and bone like a glacier carving valleys through mountains.

By pointing the blade and concentrating for 1 round, the wielder can instantly extinguish the fire on one or more objects within 15', as the spell *quench flame*. All of the objects affected each round must be within a single 5' diameter sphere, but the wielder can continue concentrating on subsequent rounds to quench additional flames. While the blade is drawn, the wielder also becomes **resistant** to mundane and extraordinary fire damage, reducing damage by half and receiving a +2 bonus on associated saving throws.

Red Sword of the Warlord

Base Cost 237,000gp: Sword +3 35,000gp; Permanent (turn/level) 4th level effect 76,000gp; Permanent (1/3 turns) *Striking* 3rd level effect 57,000gp; Permanent (1/3 turns) *Sustained Swift Sword* 3rd level effect 57,000gp; Permanent (1/hour) *Illumination* 1st level esoteric effect 12,000gp. Apparent Value 3,000gp.

Few weapons are so legendary as the **red sword of the warlord**. The beastman warlord Thrax wielded this orichalcum **sword +3** until his death at the Battle of Bythnium, and the Tarkaun Audarius XI Ulkyreus later bore it throughout his 42-year reign of conquest and war. Like many other imperial relics, it was lost to history during the Second Imperial Civil War. Its wielder is a veritable god of war on the battlefield. He may make an extra attack every round, as the spell *swift sword*, and every successful hit he makes deals an extra 1d6 ☥ damage. He is granted a limitless number of cleaves each round, allowing him to single-handedly carve through entire formations of enemies. The blade of the sword glimmers scarlet if brandished while enemies are within 60', giving off light like a torch.



Ruinblade

Base Cost 186,500gp: Sword +3 35,000gp; 4 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (1/day) 5th level esoteric effect (reduced necromancy research failure) 37,500gp; Permanent (turn/level) 2nd level effect (rebuking resistance) 38,000gp. Apparent Value 1,500gp, but obviously magical.

As Zahar fell to righteous crusade, its idols were toppled, its fortunes were claimed, and its greatest artifacts were scattered to the winds. Among these were a trio of malevolent blades once borne by Zaharan ruinguards, the sorcerer-knights tasked with protecting their empire's Chthonic legacy. The ruinguards had mastered the art of binding their power and knowledge to the weapons they carried, and no weapons they carried were more powerful than the three mighty **ruinblades**. Though the ruinblades have not been seen in centuries, rumors persist that these swords were smuggled out of Zahar and secreted in hidden places to await new wielders at the Time of the Awakening.

Each ruinblade is a **sword +3** forged from black hepatizon, its hilt the color of dried blood flecked with something darker. A scorched draconic knucklebone is set as the pommel, bound in oricalchum; bands of the same metal ring the hilt and flow seamlessly into a simple hiltguard. When held, the deep crimson of the hilt seems to shift under the caressing hand of the wielder, while Zaharan cuneiforms praising the Chthonic gods dance along its blade. A single brilliant gem is embedded in the center of the hiltguard, unique to each ruinblade: one carries a rainbow-flecked opal, the second a lustrous pearl, and the third a blood-red garnet. Accounts dating to the Empyrean War claim that in the deepest hours of night, the gem rolls back like an eyelid, revealing a bloodshot, jaundiced eye brimming with spiteful malice and watchful intelligence.

Charged with preserving the lore of Zahar, the sword ceaselessly whispers dark insights into its wielder's mind. What it shares, however, depends on who wields it. If the wielder is a Zaharan ruinguard, the sword shares its most secret names and sigils, granting the wielder three ranks of Knowledge (Occult) proficiency. If the wielder is a Zaharan, but not a ruinguard, the sword grants him two ranks of the proficiency. If the wielder is any other creature, the sword bestows him with just one rank.

Provided the wielder is Chaotic, the sword also shares dark secrets of necromancy. The wielder can control undead as a Chaotic crusader of half his level, as if he possessed the Black Lore of Zahar Proficiency. (If he already possesses the proficiency, he can control undead at two-thirds his level). If the wielder can perform necromantic research (for instance, if he is a 12th level Zaharan ruinguard with Black Lore of Zahar), he can do so with less chance of automatic failure. Instead of automatically failing to perform necromancy on an unmodified research throw of 1-3, he automatically fails only on an unmodified 1-2, or only on an unmodified 1 if performing necromancy on himself.

Finally, if the wielder is undead, the sword enhances his resistance to Empyrean influence. If he is rebuked by a Lawful crusader, the wielder can resist the rebuke with a successful Spells saving throw. If the wielder can already resist the rebuke, he gains a +4 bonus to the saving throw instead.

> *Remember the crimes of the Empyreans, who salted our earth, and burned our buildings, and carried off our women and children and the spoils of our empire. Our mighty were made low, while they whose place was beneath the yoke walked as if kings.*
>
> *The Zhayedani Scrolls* (4th Scroll)

Short Sword +1, Combat Reflexes

Base Cost 24,000gp: Short sword +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 657gp.

This **short sword +1** has a silvered hiltguard and pommel. The wielder gains a +1 bonus to surprise rolls and a +1 bonus to initiative rolls when not casting spells, as if he possessed the Combat Reflexes proficiency. If the wielder already has the proficiency, he instead gains an additional +1 bonus to initiative rolls when not casting spells.

Short Sword +1, Fencer's Foil

Base Cost 1,000gp: Single charge *Spiritual Weapon* 2nd level esoteric effect. Apparent Value 657gp.

This slender **short sword +1** is **cursed** to attack whoever draws it from its sheath. When the curse is triggered, the sword immediately leaps from the wielder's hand, starts floating in midair, and begins attacking its would-be wielder. The sword attacks once per round using the victim's own attack throw, dealing 1d6+2 🗡 damage on a successful hit. It remains animated until 3 rounds elapse, the victim is slain, or the sword is deanimated, whichever occurs first. The sword can be deanimated by being **dispelled** or **lifted** (leaving behind an ornate sword of no bonus) or by *disintegration*. If the sword is identified before its curse is triggered, it can be **lifted** in advance, but **dispelling** the sword will not prevent its curse from triggering.

Short Sword +1, Flashing

Base Cost 8,000gp: Short sword +1 5,000gp; 1/6 chance of expending partial item = 6 charges *Blinding Flash* 1st level effect 3,000gp. Apparent Value 850gp.

This **short sword +1** bears a small but brilliant ruby set atop its hiltguard, expertly cut so as to channel the light it captures down the length of the polished blade. When he fells an enemy the wielder can, in lieu of cleaving, instead point the sword at a point within 90' and produce a *blinding flash* there (as the spell). Each creature within 10' of the flash must make a Blast saving throw. If the save succeeds, the creature is unaffected. If the save fails, the creature suffers 1d6 🔥 damage and is blinded until the end of its next initiative. Each time this power is used, there is a 1-in-6 chance the ruby loses its luster, rendering the power inert. Should this occur, the weapon will remain a **short sword +1**.

Short Sword +1, Harmonious

Base Cost 39,300gp: Short sword +1 5,000gp; Permanent (turn/level) 1st level effect (combat reflexes) 19,000gp; Permanent (1/hour) 1st level effect (AC and saves) 12,000gp; 1/turn cantrip effect (proficiency throws) 3,300gp. Apparent Value 657gp.

This **short sword +1** is so preternaturally balanced that it can be stood on its tip and left remaining upright until disturbed. Its wielder gains a similar sense of balance, becoming one with his weapon and the world around him. His sword arm moves faster than his conscious mind can fathom, giving him a +1 bonus to surprise and a +1 bonus to initiative rolls when he is not casting spells. His fluid movements leave no opening for foes to exploit, granting him a +1 bonus to Armor Class and saving throws. Once per turn, the wielder may meditate on the blade's balance by holding it upon a finger at its precise center for 1 round. Doing so grants him a +1 bonus on the next proficiency throw he attempts.

Short Sword +1, Manes

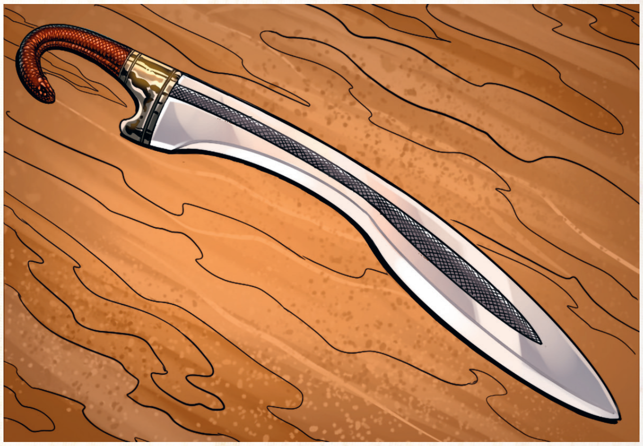
Base Cost 15,000gp: Short sword +1 5,000gp; 1/day 2nd level effect 10,000gp. Apparent Value 657gp.

This bronze **short sword +1** is forged in the same pattern issued to Imperial legionaries for centuries, but shows no trace of dent, dullness, or tarnish. If the bearer presents the sword aloft and holds it motionless for 1 turn, six blurry spectral soldiers will slowly shimmer into formation in front of him, returning his salute. Each of these spirits is a **manes** – the spirit of a fallen soldier who once bore the blade (see ***ACKS II Monstrous Manual*** p. 232). The spiritual soldiers will serve the wielder and obey his verbal orders until destroyed or **dispelled**, or until 1 day elapses, as the spell *summon manes* except for their greater number. The sword can summon the manes at most once per day. If the wielder is slain in battle and not restored to life, his soul becomes bound to the blade once his body is cremated, interred, or decomposed, becoming a manes that will occasionally be seen among those summoned by future wielders.

Short Sword +1, Nimble

Base Cost 11,000gp: Short sword +1 5,000gp; 1/6 chance of expending partial item = 6 charges *Swift Sword* 2nd level effect 6,000gp. Apparent Value 657gp.

The handle of this **short sword +1** is sculpted in the shape of a red cobra, its hiltguard edged in gold paint. As the cobra strikes swiftly, so too does this blade. By speaking the sword's command word, the wielder gains one additional attack per round for the following 6 rounds, as the spell *swift sword*. Each use carries a 1-in-6 chance that the serpent's speed is spent, rendering the power inert. Should this occur, the weapon will remain a **short sword +1**.



Short Sword +1, Riposte

Base Cost 24,000gp: Short sword +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 657gp.

This **short sword +1** is light and elegant, with an intricately stylized and silvered hiltguard. Its wielder can shift in the blink of an eye from a defensive guard stance into a lightning counterattack. If he takes the Defend action on his initiative and is then the target of a melee attack, he can choose to immediately end his Defend action to make an attack against his attacker, as though he had Readied an action to attack with the condition of being the target of a melee attack.

Short Sword +1, Slicing

Base Cost 13,000gp: Short sword +1 5,000gp; 1/hour *Slicing Blow* 1st level effect 8,000gp. Apparent Value 657gp.

This **short sword +1** has a curved blade engraved with cross-sectioned images of great beasts on each side of the blade, as though they were cut in half by the weapon. When wielded, the weapon feels eager to slash and sever, its cutting edge almost leaping free of the metal. Once per hour, the sword can be used to attack a target up to 45' away with a *slicing blow* that deals 1d10 🗡 damage on a successful attack throw (as the spell).

Short Sword +2, Command

Base Cost 21,000gp: Sword +2 15,000gp; 3/day not more than 1/hour (periodic with cooldown) *Word of Command* 1st level effect 6,000gp. Apparent Value 657gp.

This **short sword +2** has a recurved meteorite-iron blade set on a hilt shaped like a golden crown. Three times per day (but not more than once per hour) with the sword in hand and pointed at a target within 15' the wielder can speak a *word of command* (as the spell), his voice gaining an impressive stentorian resonance while doing so. The great Argollëan king Marcan famously carried one of these swords during the Bitter War between the elves and dwarves.

Short Sword +2, Dancing

Base Cost 48,000gp: Short sword +2 15,000gp; 1/turn *Spiritual Weapon* 2nd level esoteric effect 33,000gp. If Death-Dancing, Base Cost 64,000gp: also 1/hour 2nd level esoteric effect 16,000gp. Apparent Value 657gp.

This **short sword +2** is a Somirean-styled scimitar with an iridescent finish, the rainbow pattern flitting across the blade as it moves. Once per turn, by speaking the command "Dance, blade!" in Somirean, the wielder can animate the sword. When animated, the sword will leap from the wielder's hand and begin gyrating in the air. At the end of the wielder's initiative on the round it is activated, and at the end of the wielder's initiative each round thereafter that it remains animated, the sword will move to and attack the wielder's choice of target. The wielder's choice is magically relayed to the sword, and does not require the wielder to speak, gesture, or otherwise expend an action. However, the wielder can only choose a target in line of sight and within 45'. When the sword attacks its target, it uses the wielder's attack throw, as if he were himself wielding the blade, and deals 1d6+3 ☥🗡 if it hits. (The animated sword cannot cleave.) If, at any point, the effect is successfully **dispelled** or the sword ends up out of the wielder's line of sight or more than 45' from him, the sword immediately deanimates and falls to the ground. Otherwise, the sword will fly back to the wielder at the end of its third round animated, returning to his hand (if free) or falling at his feet (if not).

1 in 6 of these swords is instead a **short sword +2, death-dancing**, identifiable by the darkness of its iridescent finish, with a pattern of blacks, whites, and greys taking the place of the other's colors. In addition to the power to dance each turn, once per hour the wielder can animate the sword to even deadlier effect by speaking the command "Slay, blade!" in Somirean. The sword will then immediately move to and attack the wielder's choice of target (as above). If the sword hits a living creature, the target must make a Death saving throw. If the save succeeds, the target suffers 1d6+3 ☠🗡. If the save fails, the target is also instantly slain. Whether or not it fells its target, the sword flies back to its wielder after this attack.

Short Sword +2, Despair

Base Cost 24,500gp: Short sword +2 15,000gp; Permanent (turn/level) 1st level effect 19,000gp; 1/day *Bestow Curse* 3rd level effect 15,000gp; Permanent (1/turn) drawback 3rd level effect -75,000gp to max half cost = -24,500gp. Apparent Value 1,200gp.

This **short sword +2** is a bronze-bladed khopesh with a hilt wrapped in pale linen and a blue-red opal on its pommel. The bearer's words and movements gain a menacing edge, granting him a +1 bonus on reaction rolls made when threatening others, as the Intimidation proficiency. Once per day, by speaking the command "lessen" in Kemesh and pointing the sword at a living creature within 30', the bearer can inflict a terrible curse on the target, who must succeed on a Death saving throw or begin **rotting**. However, the khopesh is itself cursed. Any living creature who wields the khopesh or carries it on his person for more than 1 day automatically begins **rotting** with no saving throw permitted.

Rotting creatures gradually begin to bruise, bleed from their orifices, and slough off hair and skin. They take 1 damage at dusk each day and cannot benefit from magical healing until the affliction ends (see ***ACKS II Monstrous Manual***, p. 239). The affliction can be removed by *cure disease* or temporarily halted by *delay disease*. Removing the affliction does not remove the curse from the sword, so the rot can afflict the same creature repeatedly if it persists in wielding or carrying the weapon.

The first weapon of this kind was crafted by the priests of Sakkara to bring the Kemeshi prince Sarmad under their control. The prince was so impressed by his gift, that he swore to the gods to keep it at his side from that day onward. It was only the next night, wracked in fever, that he discovered the trap the priests had set. His desperate need for curative magics allowed the priests to keep him ensnared as their pawn for decades, resulting in a great rise in the power of the Kemeshi clergy under his rule.

Short Sword +2, First Strike

Base Cost 53,000gp: Short sword +2 15,000gp; 2 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 657gp.

This **short sword +2** bears a distinctive mottled and banded pattern on its slender recurved blade. The wielder is able to make swift and decisive first strikes against his foes, deciding a combat's outcome before they can even respond. His opponents suffer a -2 penalty to surprise rolls when he approaches from outside line of sight or lies in wait in cover or darkness, as if he possessed the explorer's **natural stealth** power. Attacks made with the sword against **vulnerable** opponents get a +4 bonus on attack throws and deal an extra die of damage, as per the Ambushing proficiency.

Short Sword +2, Graceful

Base Cost 48,250gp: Short sword +2 15,000gp; Permanent (turn/level) choice of 3 1st level effects = 1.75th level effect 33,250gp. Apparent Value 657gp.

This slender recurved **short sword +2** was clearly made by a bladedancer, for its spiked hiltguard is fashioned in the distinctive shape of Ianna's nine-pointed star. So long as the wielder has strength enough to hold the sword, Ianna's aid allows her to strike true through faith and grace. Each round when attacking with the sword, the wielder can either substitute her DEX modifier for her STR modifier to attack throws, or substitute her choice of her WIL or CHA modifier for her STR modifier to damage rolls.

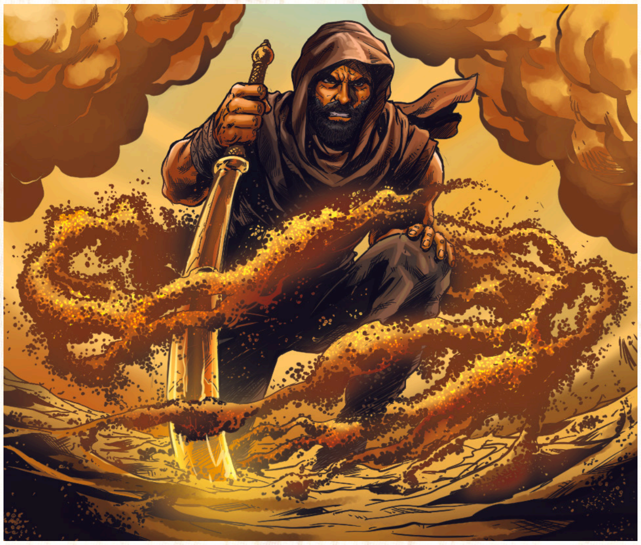
Short Sword +2, Sands

Base Cost 39,500gp: Short sword +2 15,000gp; Permanent (1/hour) 1st level effect 12,000gp; 1/day choice of *Earth's Wave* 2nd level effect or *Wall of Smoke* 1st level effect = effective 2.5th level 12,500gp. Apparent Value 800gp.

This **short sword +2** is a gorgeous Shebatean scimitar, its blade gilded with elaborate script and its hilt made of polished ebony. The wielder is **immune** to the visibility and speed reductions caused by sandstorms and dust clouds, as is his mount (if any). Once per day, by plunging the sword into sand, the wielder can cause the sand to roil into a heavy heaving wave or surge skyward into a whirling cloud of dust. (For purposes of these effects, "sand" includes actual sand as well as any other loose natural rock or soil.)

Sending the sand forth as a wave causes it to swell to 5' wide and tall, then surge 120' along the ground in any desired direction for 1 round, as per the spell *earth's wave*. Creatures in the path of the wave must make size-adjusted Blast saving throws; those that fail suffer 2d6 ◠ damage and are knocked **prone**, while those that succeed take half that damage and remain standing.

Sending the sand skyward produces a cloud of dust 1' thick and 1,000 square feet wide and tall, as per the spell *wall of smoke*. The wielder can form the dust cloud into almost any shape he desires, provided the entire cloud is within 180' of him and no part of the cloud appears on or on top of creatures or objects. The cloud is impermeable to vision and light, but presents no obstacle to movement or magical effects except for those requiring a line of sight to target. Once created, the cloud can be affected by water or strong winds like an ordinary cloud of dust, and can be **dispelled** or destroyed instantly by *disintegration*. It will otherwise dissipate in 1 turn.



Short Sword +2, Scorpion

Base Cost 90,000gp: Short sword +2 15,000gp; At-Will (concentration) 3rd level attack effect 75,000gp. Apparent Value 2,000gp.

This **short sword +2** is elaborately gilded from blade to hilt, with a tiny scorpion frozen in amber serving as its pommel. If the wielder succeeds on an attack against a living target with an unmodified throw of 20, the sword releases a potent venom into the target's wound, forcing the target to succeed on a Death saving throw or be instantly slain by the venom.

Short Sword +2, Spell Channeling

Base Cost 53,000gp: Short sword +2 15,000gp; Permanent (turn/level) 2nd level effect 38,000gp. Apparent Value 900gp.

This fine Zaharan **short sword +2** has a sickle-shaped blade with a setting sun patterned just above its hilt. An arcane spellcaster who successfully strikes a target with the sword can expend one of his daily spell slots to deal an additional 1d6 ▼ per level of the spell slot expended, and can cleave if the additional damage fells the target, as if he possessed the Zaharan ruinguard's **arcane striking** power.

Short Sword +2, Wolf's Fang

Base Cost 10,500gp: Short sword +2 15,000gp; 3/day not more than 1/hour (periodic with cooldown) 1st level effect 6,000gp; Permanent (1/turn) drawback 1st level effect -25,000gp to max half cost = -10,500gp. Apparent Value 657gp.

This **short sword +2** has a black iron pommel in the form of a wolf's head – symbol of the Chthonic god Nargund, whose foul rites in Old Zahar led to the creation of the first werewolves. Thrice per day (but not more than once per hour) the bearer may draw his own blood with the wolf's fangs to gain the Berserkergang proficiency. The proficiency remains available until 3 turns have passed, the weapon is dropped, or the effect is **dispelled**. (The wielder does not have to go berserk immediately, nor does he have to remain berserk for the full duration of the effect; he simply gains the ability to do so.)

However, a wielder who sheds blood with **wolf's fang** risks having its lupine spirit corrupt his own soul. Each time the wielder uses the blade to fell one or more humanoids in combat, the Judge must make a secret Death saving throw on his behalf at the end of the fight. If the save succeeds, the wielder is unaffected by the sword's drawback. If the save fails, the wielder is infected with lycanthropy. If he is a demi-human or humanoid, he will become incapacitated in 2d6 days and die another 2d6 days later. If he is a human, he will transform into a werewolf when the next full moon rises, with signs of the change becoming visible 1d6 days beforehand. Unlike a werewolf infected by injury, a werewolf created by **wolf's fang** can never gain sapient control of his transformation. Even if he "gives in" to the lycanthropy, he will always transform involuntarily on the full moon into an uncontrolled beast. Once the wielder has transformed for the first time, his lycanthropy can only be cured by ritual magic or by destroying the sword which infected him.

Short Sword +3, True Flame

Base Cost 60,000gp: Permanent (1/hour) *Sword of Fire* esoteric 5th level effect. Apparent Value 1,200gp, but obviously magical in Lawful or Chaotic hands, as appropriate.

This weapon resembles a bladeless platinum hilt marked with the 9-pointed star of Ianna, goddess of victory. When brandished by a Lawful wielder, a blade of azure, gold, jade, or indigo flame erupts from the hilt. Once ignited, the weapon can be wielded as a short sword that grants a +3 bonus to attack throws and deals 1d6+3 ☥🔥 damage, as the spell *sword of fire*. The wielder can extinguish or reignite the blade's flame at will without taking an action, as the spell. Though the hilt remains physically present, it cannot be sundered when held, and cannot be disarmed except by severing the limb that wields it. 1-in-6 such hilts are instead marked with the draconic eye of Iskara, goddess of chaos. Brandished by a Chaotic wielder, such hilts invariably produce a blade of red flame, dark as blood. Such a variant weapon deals 💀🔥 but otherwise functions in the same manner as the Lawful equivalent.

Sword -1, Hallucination

Base Cost 3,000gp: 1/week 1st level effect. Apparent Value as weapon imitated.

This **cursed sword -1** seems to be a different kind of magical sword, determined at the time of creation (either by the Judge's choice or by random roll). The physical appearance of the sword will be typical for the item it appears to be. For instance, a **sword of hallucination (dagger +1, delver's)** will have a thin dark blade, a **sword of hallucination (sword +1, deathless)** will have a backwards-curved blade of meteoric iron set on a bone hilt, and so on.

The first person to wield the sword each week will be afflicted with a powerful hallucination – a dynamic, multisensory illusion that allows no saving throw to disbelieve it unless the wielder has the Illusion Resistance proficiency. Once affected, the wielder will thereafter believe he is seeing, hearing, and feeling the effects the sword "should" have. This hallucination is so compelling that the wielder cannot be convinced otherwise; any attempt to dissuade him of his delusion will be met with endless confabulations, argumentative rebuttals, irrational excuses, and annoying refusals to listen. The delusion persists indefinitely even if the weapon is put down, until **dispelled** or **lifted**. The weapon itself cannot have its curse removed and will delude whoever first wields it again the following week.

In addition to causing its wielder to hallucinate, the sword imposes a -1 penalty to attack throws and damage rolls on attacks made with it. However, the penalty is non-magical; the sword is simply not as well-balanced and sharp as an ordinary sword of its type. This deficiency is concealed from a wielder deluded by the sword's hallucination, but will be apparent to any wielders who are not deluded (such as wielders with the Illusion Resistance proficiency who disbelieved the illusion, or wielders who were the second or third to wield it in a week).

Sword +0, Snaring

Base Cost 6,000gp: 6 charges *Webbing* 2nd level esoteric effect. Apparent Value 660gp.

This **cursed** sword has an onyx set in its pommel and a grid of overlapping lines of silver wire hammered into its hilt. When the sword is used to make an attack in combat, or when used during training in an attempt to determine its bonus, rather than deal any damage it instead creates a 10' × 10' × 10' area of *webbing* centered on the wielder (as the spell). Unlike many other cursed swords, the **sword of snaring** carries multiple charges, enabling it to imperil those unlucky enough to find the weapon with the remains of the prior owner. A **sword of snaring** is found with 1d6 charges remaining and crumbles to dust when the last is expended.

Sword +1, Adder's Kiss

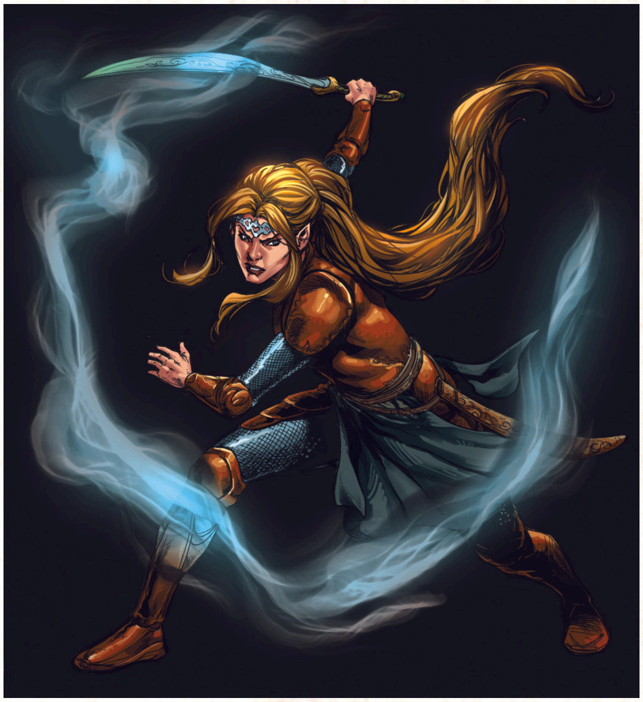
Base Cost 13,000gp: Sword +1/+2 10,000gp; Single charge choice of *Neutralize Poison* 4th level effect and recharge 4th level effect = 6th level effect 3,000gp. Apparent Value 700gp.

This **sword +1, +2 versus poisonous and venomous creatures** has a straight blade with a carved ivory hilt resembling a coiling snake. If the tip of the blade is held still against a creature while the command phrase is spoken, the sword will draw out any toxins afflicting the creature, as the spell *neutralize poison*. Using this power drains the sword of its charge, and the power cannot be used again until the sword is recharged. If the sword is used to fell a poisonous or venomous creature of 4 or more HD while uncharged, it has a 5% chance per HD of the slain creature for its charge to be refilled. The sword is found with either no charges or one charge, determined by rolling 1d2-1.

Sword +1, Alacrity

Base Cost 11,000gp: Sword +1 5,000gp; 3/day not more than 1/hour (periodic with cooldown) 1st level effect 6,000gp. Apparent Value 750gp.

This elven **sword +1** has a silvered grip and narrow hiltguard with an emerald set in its pommel. Thrice per day (but not more than once per hour), after felling an enemy, the wielder can flourish the blade instead of cleaving. Its wielder thereafter gains a +1 bonus to initiative rolls for the next 3 turns.



Sword +1, Bane

Base Cost 22,500gp: Sword +1 5,000gp; 1/turn *Bane-Rune* 1st level effect 16,500gp. Apparent Value 660gp.

The silver pommel of this **sword +1** is decorated with a blood-red tassel. After felling an enemy, the wielder can let the sword soak in the blood of the felled foe in lieu of cleaving. The sword will thereafter act as a **sword +2** when used against that type of creature for 1 turn, as per the spell *bane-rune*. The wielder can activate this power again as soon as the turn elapses.

These swords are often kept as heirlooms by prominent Krysean families, among whom quarrels and vendettas are considered an art. A number of war-ballads dating to the Krysean Rebellions mention these blades as bathing in the blood of the Auran "invaders".

Sword +1, Bright

Base Cost 17,000gp: Sword +1 5,000gp; Permanent (1/hour) *Illumination* 1st level esoteric effect 12,000gp. Apparent Value 660gp.

This elegant **sword +1** has a blade polished to a mirror finish visible in the slightest glimmer of light. If the wielder brandishes the sword while speaking the command word "illumine" in Classical Auran, the sword begins to glow like a torch, shedding bright light out to a 15' radius and dim light to a 30' radius (as the spell *illumination*). The sword continues to glow until the caster deactivates the effect by speaking the command word "darken" in Classical Auran. The *illumination* can be activated or deactivated as often as desired.

Sword +1, Death Drinker

Base Cost 11,000gp: Sword +1 5,000gp; 3/day not more than 1/hour (periodic with cooldown) *Necromantic Potence* 2nd level effect 12,000gp; 3/day drawback 1st level effect -6,000gp. Apparent Value 660gp.

This hepatizon **sword +1** has a black backwards-curved blade with the words *el-nagu* ("death drinker") written in Ancient Zaharan cuneiform along the length. When the wielder fells a sentient creature with it, he may in lieu of cleaving have the sword cast *necromantic potence* on him, granting 1d10+3 temporary hit points for 3 hours. This power may be used up to three times per day but not more than once per hour. While benefiting from the temporary hit points, in addition to being treated as an inherently evil summoned creature, the wielder is plagued by whispers from beyond and suffers a -2 penalty to Listening proficiency throws and a -1 penalty to initiative rolls.

Sword +1, Deathless

Base Cost 17,000gp: Sword +1 5,000gp; 3/day not more than 1/hour (periodic with cooldown) *Deathless Minion* 2nd level effect 12,000gp. Apparent Value 660gp.

This **sword +1** has a recurved meteorite-iron blade set on a bone hilt. The hilt is carved into the shape of a screaming skull and always feels cold to the touch. These swords were created by the southern Argollëan elves in the final days of their Empire, as a testament to their mastery of necromantic art. Three times per day, but not more than once per hour, when the sword is used to fell a living creature, its wielder can, in lieu of cleaving, raise that creature as a *deathless minion* (as the spell).

Sword +1, Deeds

Base Cost 19,000gp: Sword +1 5,000gp; 7 charges choice of 3rd level effect or recharge 2nd level effect = effective 4th level effect 14,000gp. Apparent Value 660gp.

Inscribed along the blade of this **sword +1** is the phrase "seven at one stroke". Any person bearing this sword feels more capable of valiant feats. If the bearer whirls the sword overhead with a bold shout, he gains the effect of a **potion of valiance**: for 1 turn, he becomes **immune** to fear effects, receives a +1 bonus to all attack throws, damage rolls, and saving throws, and gains 1d8 temporary hit points. He also becomes compelled to fight with heroic honor, becoming limited in his tactics as if he were **berserk**.

The sword has a maximum of seven charges when created, and is found with 1d8-1 charges remaining. The sword regains a charge if the wielder uses it to fell seven or more creatures in a single round of combat, each with hit dice of at least one-fifth his level (rounded up). The sword can be recharged once per combat, up to its maximum capacity.

Sword +1, Desperate

Base Cost 20,000gp: Sword +1/+3. Apparent Value 660gp.

The blade of this otherwise unremarkable **sword +1** has patterned gilding along its edges, as if the wear of battle were chipping away at mundane steel to reveal its golden glory. Whenever its bearer has less than half his maximum hit points, the sword functions as a **sword +3**. A **desperate sword** was the weapon at the center of the now-infamous ownership lawsuit between the members of the Three Glories adventuring party, a bitter dispute which dragged on for nearly a decade and ended up costing even more in legal fees and bribes than the sword itself was worth.

Sword +1, Fiery Kennels

Base Cost 14,000gp: Sword +1 5,000gp; 1/week *Summon Hellhounds* 3rd level effect 9,000gp. Apparent Value 750gp.

The crossbar of this **sword +1** is gilded, each end a snarling dog's head with small rubies for eyes. Once per week, if the sword blade is used to draw a circle in the earth 10' across, and its tip is then held for 1 turn at the point which completed the circle, a powerful magical effect can be unleashed. The circle will slowly begin to glow, its dirt burning like hot coals, until at last a pair of **lesser hellhounds** (see ***ACKS II Monstrous Manual*** p. 178) emerge from its center, as the spell *summon hellhounds*. The hellhounds must be tasked with a single spoken order, which they will complete in the most destructive way possible, vanishing when the task is finished, three months have passed, or they are destroyed or **dispelled**. If given no order within 1 round, the hellhounds will depart to pursue their own wicked undertakings, as determined by the Judge.

Sword +1, Flamebrand

Base Cost 42,000gp: Sword +1/+2 (two types)/+3 22,500gp; Permanent (1/day) 1st level esoteric effect 7,500gp; Permanent (1/hour) *Illumination* 1st level esoteric effect 12,000gp. Apparent Value 1,200gp.

The blade of this **sword +1, +2 versus oozes, +3 versus regenerating creatures** glows as if fresh from the forge, softly illuminating a 5' radius with a dim ruddy light. On command the sword's smoldering glow will flare up brightly, with rippling flames over the blade providing the equivalent of torchlight (as the spell *illumination*) until a subsequent command extinguishes the flames again. The sword was imbued with elemental fire to strike down monstrosities unfazed by the bite of steel, granting it extraordinary fire 🔥 as an additional damage type on its attacks.

Sword +1, Gracing

Base Cost 11,000gp: Sword +1 5,000gp; 1/week *Divine Grace* 2nd level effect 6,000gp. Apparent Value 660gp.

This **sword +1** has an elegant hard-guard, with ribbons of silver appearing to swirl around the wielder's hand despite being a single piece. Once per week, by lightly tapping the flat of the blade on both of a creature's shoulders in succession, the wielder can grant that creature a +2 bonus to all saving throws for 12 turns, as the spell *divine grace*.

Sword +1, Hatred

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 660gp.

This **cursed sword +1** has a gilded goose on its hilt. As soon as the wielder is damaged he must make an Implements saving throw. If the save succeeds, the sword's curse triggers but has no effect beyond a momentary feeling of irritation for the wielder. If the save fails, the sword's curse triggers and causes the wielder to gain a surge of strength and become **infuriated**. The empowered rage gives the wielder a +4 bonus to attack throws and a +2 bonus to damage rolls, but inflicts a -2 penalty to his AC. The wielder becomes **immune** to fear but cannot talk or retreat. He will attack any creatures he can detect in a mindless rage, favoring whichever creature has most recently damaged him, but otherwise attacking the closest target. If the wielder has no eligible targets, he will wait motionless in seething fury until a target presents itself. The effects of the curse end after 1 turn, or earlier if the wielder is disarmed, the sword is sundered, or the effect is **dispelled** or **lifted**. The sword's curse only ever triggers once; whether the saving throw is successful or not it is thereafter non-magical.

Sword +1, Haunted

Base Cost 2,500gp: Sword +1 5,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp to max half cost = -2,500gp. Apparent Value 660gp.

In the polished blade of this **sword +1** can be seen the reflection of a small hideous face. The blade is haunted by the spirit of a **boggart**, a small Chaotic faerie that delights in tormenting the blade's owner. The boggart is naturally invisible, able to act freely or even attack without being seen, but it can be spotted by the spell *discern invisible* or if it reveals itself to taunt the wielder. It will almost never directly attack the owner or his companions or interfere in combat, preferring more devious methods to immiserate its "master".

The boggart strikes whenever the Judge feels would be most irritating to the sword's owner (and amusing to a malicious faerie), typically every 1d8 days. The Judge can roll on the Boggart Vexations table for each instance or come up with his own delightfully cruel torments. The boggart cannot be permanently slain or incapacitated while the sword is intact; if reduced to 0 hp, it simply vanishes only to return in 1d8 days to further vex the owner and his companions. The boggart's vexations will continue until the blade is destroyed or passes into other hands. If the owner simply abandons the sword somewhere, the boggart will continue acting against the former owner for an additional 1d4 vexations before losing interest. (For boggart statistics, see ***ACKS II Monstrous Manual*** p. 128.)

D8	Boggart Vexations
1	The boggart sabotages the party's weapons. Swords are glued into scabbards, bowstrings frayed, heads removed from arrows, etc. 1d6 of the party's weapons are left unusable until the sabotage is discovered and fixed.
2	The boggart takes treasure from a random hireling and conspicuously places it in the baggage of his employer. The apparent theft counts as a calamity that triggers a Hireling Loyalty roll unless the boggart's presence has already been discovered so the employer can blame it.
3	The boggart mutters insults or suddenly shouts at an inopportune time. The noise causes either -2 to a reaction roll or -6 to a Sneaking throw.
4	The boggart sets the party's horses loose and scares them off. 1d6 horses are gone from the party's camp, along with whatever they were carrying. The party suffers a -2 on reaction rolls with the horses when they track them down, as the poor things remain spooked.
5	The boggart slits the bottom of a bag. One random bag or sack carried by the owner or an ally is ruined. Its contents spew out when the bag is picked up; fragile items are broken.
6	The boggart drops a trail of food that leads wild animals into the party's supplies. If done while the camp is empty, this destroys 5d20% of the party's food; if done while the party is present, it triggers a common encounter.
7	The boggart collapses a tent or overturns a bed during the night. Those within get no restful sleep and do not recover spells.
8	The boggart draws offensive graffiti in nearby settlements. The party is presented in such a terrible light that all hiring rolls are made at -1 for the month.

Sword +1, Hidden Flame

Base Cost 6,250gp: Sword +1 5,000gp, consume for single charge *Sword of Fire* 5th level esoteric effect 2,500/2 = 1,250gp. Apparent Value 660gp.

This bronze **sword +1** reflects light with unusual clarity. When its blade is broken, whether by sundering, deliberate action of the wielder, or other means, blue-white flames erupt from the hilt to form a *sword of fire*, as the spell. The flaming blade grants a +3 bonus to attack throws and deals 1d6+3 ☥🔥 damage until its flames die out 12 turns later, leaving the remnants of the sword non-magical.

Sword +1, Honor-Bound

Base Cost 2,500gp: Sword +1 5,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp to max half cost = -2,500gp. Apparent Value 660gp.

This **sword +1** has a wide hiltguard with a steel ball for a pommel. The sword was created exclusively for use in honorable combat. Any attacks made against a **vulnerable** opponent suffer a -4 penalty in place of the usual bonus, as the sword wrests itself from the grip of such a devious blow. Any attacks made with it cannot receive a damage bonus from Backstab or Ambushing, nor can it be used to coup de grace a **helpless** creature.

Sword +1, Icespike

Base Cost 25,000gp: Half price sword +2 15,000/2 = 7,500gp; Quarter price sword +1 5,000/4 = 1,250gp; Quarter price sword +3 35,000/4 = 8,750gp; Permanent (1/day) 1st level esoteric effect 7,500gp. Apparent Value 660gp, but obviously magical.

The steel of this stout, narrow-bladed sword is perpetually coated with a layer of frost. The sword's power grows as the sun's power wanes. In the summer the sword's bonus is **+1**, in spring and autumn it increases to **+2**, and in the winter to **+3**, with the change occurring at each equinox and solstice. The wintry frost imbued into the sword grants it ❄ as an additional damage type on all of its attacks.

Sword +1, Locating

Base Cost 15,000gp: Sword +1 5,000gp; 1/day *Locate Object* 2nd level effect 10,000gp. Apparent Value 660gp.

This **sword +1** has a silver pommel fashioned in the shape of a hound's head. Once per day the sword can be used to sense the direction and approximate distance to a chosen object within 180', as the spell *locate object*. With the sword held in a loose grip and its command word spoken, it turns to point at the object and emits a gentle hum that increases the closer it draws to the object. The sword will continue to indicate distance and direction to the chosen object for 6 turns, sensing it through any amount of earth, stone, or wood but unable to perceive through gold or lead.

Sword +1, Lone Hero

Base Cost 20,000gp: Sword +1/+3 20,000gp. Apparent Value 800gp.

The handguard of this **sword +1** is engraved with an elaborate depiction of a gilded mongoose weaving between two circling silver snakes. The sword aids its wielder most when no other aid is at hand. Whenever the wielder fights without active allies, whether in a duel, during a solitary infiltration, or as the last man standing, the weapon functions as a **sword +3**.

Sword +1, Mariner's

Base Cost 77,500gp: Sword +3 35,000gp; 1/day choice of *Level Water* 6th level esoteric effect or *Control Winds* 5th level esoteric effect = effective 8.5th level esoteric effect 42,500gp. Apparent Value 850gp.

This **sword +1** has a gently curved hilt sculpted in the shape of a dolphin with small sapphires for eyes. Crafted by Syrnasan sea-mages for their island's elite captains, these swords can only be wielded to full effect by master mariners. When its wielder has one rank of the Seafaring proficiency (a typical sailor), the mariner's sword functions as a **sword +2**. When its wielder has two ranks (a typical ship's captain), it moves with the fluid grace of water, acting as a **sword +3**. In the hands of a wielder with three ranks (a true master mariner, seasoned as sailor and captain), the sword continues to function as a **sword +3**. Additionally, the master mariner can call upon the winds and waves once per day, choosing either to control the wind direction and speed within 90' of him for 9 turns (as the spell *control winds*) or to create a 110' diameter, 22' deep whirlpool on a point of deep and open ocean within 360' for 10 turns (as the spell *level water*).

Sword +1, Oblivion

Base Cost 6,500gp: Sword +1 5,000gp, consume for single charge 6th level effect 3,000/2 = 1,500gp. Apparent Value 660gp, but obviously magical.

The blade of this **sword +1** has a matte black finish while its hilt is ever cool to the touch. When attacking with this weapon the wielder may, before the attack throw is rolled, activate its terrible power by speaking the phrase "be gone" in Ancient Zaharan. The sword will vanish into oblivion upon completion of the attack. If the attack hits, the creature struck must make a successful Implements saving throw or disappear with it. Whether the creature is destroyed, trapped forever in some horrific plane of existence, or simply transported to some distant time and place is unknown, but only a *wish* or *miracle* can restore a creature sent to oblivion; even after such a rescue the creature will be **mad** from the experience for 3d4 weeks.

Sword +1, Salvation

Base Cost 6,250gp: Sword +1 5,000gp, consume for single charge *Restore Life and Limb* 5th level effect 2,500/2 = 1,250gp. Apparent Value 660gp, but obviously magical.

The blade of this **sword +1** is made of patterned steel. Two inches past the hiltguard, the flowing pattern in the steel takes the form of a phoenix emerging from a fire like an avian angel. If the sword is heated in flame for a moment, and the flat of the warm blade is thereafter immediately struck against a body (living or dead), the blade will shatter into shimmering dust above the phoenix-mark. A moment later, the creature or corpse will be rejuvenated by the spell *restore life and limb*. The remaining blade and hilt of the sword are left entirely non-magical and useless.

Sword +1, Seditious

Base Cost 2,500gp: Sword +1 5,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp to max half cost = -2,500gp. Apparent Value 660gp.

This **sword +1** appears as a fine masterwork blade with a keen edge. Unfortunately, the blade carries a treacherous malignance. Anytime the wielder fails on an attack throw with an unmodified 1, the seditious force within the sword seizes control of his arm and causes him to strike an adjacent ally. If more than one ally is nearby, the sword will strike whichever ally is most at risk of death. If no ally is nearby, the sword will strike the wielder. In any case, all of the wielder's modifiers from e.g. attribute modifier or fighter level apply to the damage roll.

Because of their tendency to bring unexpected and dramatic death to those nearest their wielders, seditious swords appear frequently in tales told by storytellers. The core of the story is always the same: two warriors—often brothers or comrades competing for a noble seat—fight side by side on the battlefield. In the heat of combat, the younger strikes down the elder, and in doing so claims the position once held by his fallen ally. The endings vary depending on the teller. In one version, the younger warrior is wicked, and his treachery is said to pass into the blade itself. In another, the younger man is overcome with grief at what he believes to be a tragic mistake, taking his own life, only for a court sage to later reveal the blade's cursed nature was to blame. A third version speaks to filial piety: the younger warrior seeks to honor his fallen brother's legacy, even as the truth of the incident remains uncertain. The Tirenean tragedy *Tavus*, which recounts the death of the titular prince, audaciously presents all three variations as truth in a single tale, with even divine heralds in communion affirming a different claim.

Sword +1, Seeking

Base Cost 24,000gp: Sword +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 700gp.

This **sword +1** bears a pommel sculpted into the likeness of a golden eagle's head. It is a weapon designed for single combat between worthy opponents, where several exchanges may pass before either lands a telling blow. Each failed attack throw the wielder makes with the sword grants him an additional and cumulative +1 bonus to subsequent attack throws with it in the same combat. The bonus continues to accumulate until the combat ends or the wielder finally makes a successful attack throw with the sword, at which point it resets to 0. If the combat is still ongoing, the bonus can accumulate again.

Sword +1, True Death

Base Cost 92,000gp: Sword +1/+4 35,000gp; Permanent (turn/level) 2nd level effect (limited striking) 38,000gp; Permanent (turn/level) 1st level esoteric effect (true destruction) 19,000gp. Apparent Value 1,200gp.

This **sword +1, +4 versus undead** is a great scimitar forged of white orichalcum and bears the calligraphic script Bar-Ethel ("true death") upon its blade. Against mummies and mummy lords only, the sword inflicts an additional 1d6 ☥ damage, as the spell *striking*. Where normally a slain vampire would turn gaseous and return to its coffin, or a slain mummy lord would burst into an insect swarm and later form a body around its canopic jar, this sword denies them that persistence: any undead monster slain by this sword is truly destroyed, and cannot be reanimated by anything less than a *miracle* or *wish* ritual.

Sword +1, Wardbane

Base Cost 20,000gp: Sword +1/+3. Apparent Value 1,200gp.

The pommel of this **sword +1** is set with a large emerald, while silver traces along its blade depict a lounging sphinx raising its head. The sword can deal vicious strikes against targets protected from magic. Against enemies protected by Magic Resistance or by a *spellward*, *sphere of invulnerability*, *antimagic shell*, or other spell or effect protecting the user specifically from magical effects, it functions as a **sword +3**. Such swords were first created at the behest of elven spellswords of Southern Argollë, to wear as an unspoken but pointed way to threaten rivals who might outmatch them in the magical arts.

Sword +1, Watchful

Base Cost 17,000gp: Sword +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 660gp, but obviously magical.

This **sword +1** has a silver hiltguard above a pommel set with a carved glass eye. They eye appears to stare back at observers no matter which angle it is viewed from. The sword shivers when it sees that danger is imminent, granting its wielder a +1 bonus to surprise rolls while equipped or worn.

Sword +2, Autonomy

Base Cost 39,000gp: Sword +2 15,000gp; Permanent (1/hour) 2nd level effect 24,000gp. Apparent Value 1,000gp.

This **sword +2** has a mirror-polished blade, a gold-filigree hilt, and a pommel set with emerald. Crafted for the Nicean prince Iannis after he received a grim prophecy that his whole life's work would be undone before he died, the sword is meant to guarantee its wielder's autonomy against the dictates of fate. *Augury* and *divination* spells inquiring into the wielder's future endeavors have only half their usual chance of providing truthful results, as the threads of destiny do not bind tightly to him. (Spells such as *communion* can be used to inquire into his current intentions normally, however.) *Fate* or *quest* spells directed against the wielder have their effects completely suspended for as long as he carries the sword, though the time spent free will count as time shirking a *quest* should he ever lose possession of the sword.

Sword +2, Beguilement

Base Cost 19,000gp: Sword +2 15,000gp; 3/week not more than 1/day (periodic with cooldown) *Beguile Humanoid* 1st level effect 4,000gp. Apparent Value 800gp.

The pommel of this **sword +2** is made of carved jet depicting a coiled serpent with a woman's face, set with small golden sapphires for eyes. Thrice per week (but not more than once per day), the wielder can activate the sword's power by speaking its command word (typically "listen" in the common tongue) to a living humanoid target with fewer than 5 HD within 90'. The target must succeed on an Implements saving throw or become **bewitched**, as the spell *beguile humanoid*. If the target is being threatened or attacked by the wielder or his allies when the effect is activated, it receives a +5 bonus to this throw.

Sword +2, Clarion

Base Cost 32,500gp: Sword +2 15,000gp; 2 Permanent (turn/level) 1st level effects 19,000gp each; 1 permanent (1/hour) 1st level effect 12,000gp; Permanent (turn/level) drawback 2nd level effect -38,000gp to max half cost = -32,500gp. Apparent Value 800gp.

This **sword +2** has an oval guard fashioned in the shape of a sun-disc and a pommel carved in the shape of a screeching eagle. The sword lends its bearer an assertive demeanor and confident presence that aids him in commanding men and earning their loyalty. He gains the Command and Leadership proficiencies. Unfortunately, the bearer becomes *so* assertive and confident that he becomes unable to differentiate courage from foolhardiness and prudence from cowardice. He suffers a -2 penalty to his strategic ability in mass combat. The bearer's orders (ill-advised as they may be) always ring out in such clear stirring tones that he cannot be muted by a *noiselessness* spell or similar effects.

From time to time, a **clarion sword** falls into the hands of a seasoned commander or natural leader. If the bearer already has one of the two proficiencies (either Command or Leadership), he gains the other proficiency but suffers a -1 penalty to his strategic ability. If the bearer already has both proficiencies, he gains no proficiencies but suffers no penalty. The sword still lends his voice a clarion power that cannot be silenced, however.

Sword +2, Cold Iron

Base Cost 77,000gp: Sword +2/+3 25,000gp; Permanent (1/hour) *Discern Invisible* 2nd level effect 24,000gp; Permanent (1/hour) 1st level effect 12,000gp; 1/hour 2nd level effect 16,000gp. Apparent Value 660gp.

This iron **sword +2, +3 versus faeries and nymphs** is of Rornish make. It contains the magical essence of slain faeries coldly bound in iron. The wielder is guarded against faerie tricks, wise to their deceits, and empowered to end their vexations. He gains a +4 bonus to Spells saving throws, such as those made against a nixie's song or a piskie's power to *incite madness*. He can perceive invisible creatures and objects within 90' as translucent shapes, as the spell *discern invisible*. Once per hour, the wielder can "cut away" a single ongoing spell or spell-like effect upon a target creature or object within 180' by making a melee attack throw against the spell or effect, adding the sword's bonus to his throw. The targeted spell or spell-like effect is considered to have an armor class equal to the caster level of its creator minus 3. If his attack is successful, the wielder **dispels** the effect. The sword cannot extinguish any spell or effect that cannot be ended by the spell *counterspell*.

Sword +2, Fetid Decay

Base Cost 65,000gp: Sword +2 15,000gp; At-Will (concentration) 2nd level attack effect 50,000gp. Apparent Value 800gp, but obviously magical.

This **sword +2**, carved from the tooth of a great black wyrm and sharpened with magic, reeks of rot when drawn. When the wielder succeeds on an attack against a living creature with an unmodified throw of 20, the creature must make an Implements saving throw. If the save fails, the creature becomes **diseased**. A diseased creature loses 1d4 STR, DEX, and CON at the end of each day as its body rots from the inside out. If any of the creature's attributes are reduced to 0, the creature dies. A healer who inspects a diseased victim's body will discover that its insides wasted away to nothing, leaving the corpse held together by little more than its skin. The disease can only be cured by a *cure disease* spell from a spellcaster of 9th level or higher. If the disease is cured, the creature will begin to recover lost attribute points at a rate of 1 per day.

Sword +2, Frostbane

Base Cost 49,000gp: Sword +2/+3 25,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp. Apparent Value 1,500gp, but obviously magical.

This **sword +2** is a pale white, its steel the color of a frozen lake, with a flawless white diamond set in its pommel. On touching the weapon the bearer feels a chill run down his arm, cold as a deathbed; for as long as he carries it he finds all other coldness mild in comparison. He is **resistant** to mundane and extraordinary cold damage, as the spell *energy protection*. The sword likewise displays a dominance over creatures of cold, striking true and hard against them; it acts as a **sword +3** when used against creatures that employ elemental cold attacks or live in environments of elemental cold (frost giants, marids, water elementals, and so on).

Sword +2, Maiming

Base Cost 65,000gp: Sword +2 15,000gp; At-Will (concentration) 2nd level attack effect 50,000gp. Apparent Value 660gp.

This **sword +2** has a strangely patterned finish that makes the blade appear serrated when it reflects light. The sword is enchanted to deal lasting injuries on those it strikes. When the wielder succeeds on an attack throw with an unmodified 20, the target suffers an additional 1d6 damage and must make a Death saving throw. If the save fails, the target must immediately roll on the Savage Mortal Wounds table and suffer the result listed under Permanent Wounds Suffered. When rolling on the Mortal Wound table, the only modifiers that apply are the target's HD and CON modifiers. The target does not suffer from the results listed in the Condition & Recovery column.

Sword +2, Purifier

Base Cost 40,000gp: Sword +2/+3 25,000gp; 1/day 3rd level effect 15,000gp. Apparent Value 700gp.

This **sword +2, +3 versus undead** has a straight crossguard decorated with golden eagle wings. By holding the sword to his breast and praying to Ammonar, a Lawful wielder will be **immune** to enervation, ghoul paralysis, mummy rot, and aging effects caused by undead for the next 3 turns. Just as the dawn rises in glory but once per day, so too can this power be called on but once per day.

Sword +2, Resonant

Base Cost 44,000gp: Sword +2/+3 25,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 900gp, but obviously magical if in a place of power.

A clear sapphire sits in the center of the hiltguard of this **sword +2**. The wielder is alerted whenever he enters a place of power by a faint humming vibration from the blade; its gem changes colors to identify the site, becoming midnight black in a sinkhole of evil, blazing red in a furnace of elemental fire, and so on. The sword's power is heightened while in such locations, functioning in all ways as a **sword +3** until it leaves the place of power.

Sword +2, Reversion

Base Cost 41,500gp: Sword +2/+3 25,000gp; 1/turn 1st level attack effect 16,500gp. Apparent Value 660gp.

The blade of this **sword +2, +3 versus shapeshifters** is etched with circles and crescents depicting a full lunar cycle. The hiltguard is coated in silver while the pommel is set with a small round moonstone, its surface etched with the image of a wolfsbane flower. Once per turn, by shouting "*haptema otë turlë*" ("return to yourself" in classical Auran) as he attacks a creature, the wielder can attempt to trap the creature in its true form. If the wielder's attack succeeds, the creature must succeed on an Implements saving throw or be affected by the sword. If the wielder's attack misses, or the creature's save succeeds, the sword's power is expended in vain. A creature affected by the sword immediately reverts to its true form, if it was not already in it. It then cannot change its form again by any means (class power, magic item, special ability, spell, etc.) for 1 turn. The **reversion sword** has a peculiar effect on born lycanthropes, for whom both their beast and human form are true: A born lycanthrope in human form is forced into beast form, while a born lycanthrope in beast form is forced into human form.

Sword +2, Sarcophagal

Base Cost 65,000gp: Sword +2 15,000gp; At-Will (concentration) 2nd level attack effect 50,0000gp. Apparent Value 1,300gp.

This **sword +2** is made in the style of ancient Kemesh, its gilded grip painted in bright green, blue and red with a scarab carved out of jet serving as a pommel. A **sarcophagal sword** is intended to grant a portion of the old mummy-kings' powers to those still among the living. When the wielder makes an attack throw with an unmodified die roll of 20 against a living creature, his target must make an Implements saving throw. On a failed throw the target begins **rotting**: it takes 1 damage at dusk each day and cannot benefit from magical healing, until the affliction is removed by *cure disease* or temporarily halted by *delay disease*.

Sword +2, Shadows

Base Cost 35,000gp: Sword +2 15,000gp; 1/hour *Tenebrosity* 1st level esoteric effect 8,000gp; 1/week *Summon Shadow* 4th level effect 12,000gp. Apparent Value 660gp.

The blade of this **sword +2** is made of black hepatizon infused with shadow. It absorbs, rather than reflects, light, appearing as a black patch in even the brightest sunlight. Once per hour, by speaking the sword's command word, the wielder can produce an area of darkness centered on a location or object within 180', as the spell *tenebrosity*. The *tenebrosity* reduces any light to pitch blackness within 15' of the target location or object; bright light to dim light within 30' of the target; and dim light to pitch blackness within 30' of the target. The *tenebrosity* also blocks out **lightless vision**.

Once per week, by spending 1 turn chanting prayers to the Outer Darkness while tracing a circle into the earth out of sight of the sun, the wielder can summon a **shadow** (see ***ACKS II Monstrous Manual*** p. 274) to serve him for 1 week, as the spell *summon shadow*. The summoned shadow will obey the wielder's orders, but will always interpret them to wreak as much evil as possible.

Sword +2, Steadfast

Base Cost 39,000gp: Sword +2 15,000gp; 2 Permanent (1/hour) 1st level effects 12,000gp each. Apparent Value 660gp.

This superbly-crafted **sword +2** is unadorned save for a single inscription in Old Jutlandic runes along the fuller of its wide blade: "this you can trust". The sword was forged to be steadfastly reliable; it is **immune** to the spell *shatter blade*, and grants a +4 bonus on Paralysis saving throws to resist attempts to disarm or sunder it.

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Sword +2, Subjugation

Base Cost 41,750gp: Sword +2 15,000gp; 1/hour *Word of Command* 1st level effect 8,000gp; 5 charges choice of *Enslave Humanoid* 6th level effect or recharge 3rd level effect = effective 7.5th level effect 18,750gp. Apparent Value 660gp.

This Zaharan **sword +2** has a hepatizon blade with a matte finish, save where a pattern of chain shines down the center of its length. The sword was made by chthonic hands for subjugation of the weak by the strong. Once per hour, by pointing the sword at a living target within 15' feet and barking a one-word command, the wielder can compel its obedience, as the spell *word of command*. The target must make an Implements saving throw. If the save succeeds, it ignores the order, but if the save fails, the target must immediately carry out the command.

If the wielder requires lasting obedience, the sword can compel that as well. By pointing the sword at a living humanoid target within 45' and calling on Ravanor, Chthonic god of tyranny, the wielder can expend a charge from the sword to **enslave** the target to his will, as the spell *enslave humanoid*. If the target has fewer than 2 HD, it is automatically enslaved. If the target has 2 HD or more, it must make an Implements saving throw. If the save succeeds, the sword's charge is expended in vain, but if the save fails the target is **enslaved** until the effect is dispelled.

Swords of subjugation are typically found with 1d6-1 charges of this effect remaining; a fully-charged sword contains 5. The sword regains a charge anytime its wielder conquers a class III or larger city. A city counts as conquered if a besieging army under the wielder's command captures or destroys it or if it unconditionally surrenders to the wielder. In either case the prior ruler of the city must be removed – either slain, imprisoned, routed, or exiled. A wielder cannot recharge the sword by conquering the same city another time, as the shame of having lost the city overshadows the glory from taking it again.

Sword +2, Swift

Base Cost 72,000gp: Sword +2 15,000gp; Permanent (1/3 turns) *Swift Sword, Sustained* 3rd level effect 57,000gp. Apparent Value 2,000gp.

White light courses down the azure-tinted blade of this **sword +2** like the frothing rapids of a river, while the delicate carvings on its jade hiltguard seem to endlessly scroll past its silver handle. The wielder of this sword finds it moves with such ease and surety that all other weapons seem to be drawn through thick mud by comparison. He can make one additional attack with the sword each round, as the spell *swift sword*. Movement and spellcasting are not accelerated, nor is the use of magic items such as wands, which may still be used just once per round.

Sword +2, Unbinding

Base Cost 54,000gp: Sword +2/+3 25,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 1,200gp.

This **sword +2, +3 versus summoned incarnations** has a pair of large black pearls resting at the ends of its orichalcum crossguard, resembling weights balanced on a scale. The blade was forged to unmake the bonds by which summoned incarnations are bound. Summoned incarnations include angels, demons, elementals, genies, and other incarnations conjured or summoned to this sphere of existence by a creature using class powers, magic items, spells, or special abilities. (Incarnations that entered this sphere of existence by other means aren't subject to the sword's additional bonus or special power. Neither are conjured or summoned creatures which aren't incarnations.)

Anytime the wielder successfully attacks a summoned incarnation, the incarnation must make an Implements saving throw. If the incarnation's save succeeds, its controller loses control over the incarnation. Summoned incarnations are often hostile or passively hostile toward their summoner, and when freed of their bonds often seek to attack the summoner over all others. Their animosity towards their summoner does not, however, mean the incarnations are necessarily well-disposed towards the wielder who ended their servitude, especially if significantly wounded by his blade.

If the incarnation was summoned by a caster with either the **conjure dark powers** class power or the Mastery of Conjuration and Summoning proficiency, the caster can make an Implements saving throw (with a +2 bonus if he has both) anytime the sword would unbind an incarnation he has summoned. If the save succeeds, the caster retains control over the incarnation. If the incarnation was summoned by ritual magic, the **sword of unbinding** cannot free it at all, though it still has a +3 bonus against it.

Sword +2, Valor

Base Cost 21,000gp: Sword +2 15,000gp; 3/day not more than 1/hour (periodic with cooldown) 1st level effect 6,000gp. Apparent Value 660gp.

This **sword +2** has a 36" long recurved blade of orichalcum set on an ivory hilt with inlaid silver. Its blade carries an Ancient Argollëan inscription – *is maith in lá do bhás* – exhorting the wielder to bravery in the face of death. Crafted during the Bitter War by the elves of southern Argollë, such swords were among the last magical blades forged by their Empyrean faction before its destruction. Three times per day (but not more than once per hour), the wielder can **inspire courage** as a bard. When this power is used, the sword sings a choral epic audible over the din of battle for 1 round.

Sword +2, Vitality

Base Cost 99,000gp: Sword +2/+3 25,000gp; Permanent (turn/level) 2nd level effect (stalwart soul) 38,000gp; Permanent (1/hour) 1st level effect (immunity to ghoul paralysis) 12,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp. Apparent Value 2,000gp.

The hiltguard of this **sword +2, +3 versus undead** is set with tiny gems of every shade, configured to form the petals of colorful flowers in a celebration of life. The wielder is **immune** to aging, disease, enervation, fear, and ghoul paralysis effects caused by undead. Further, he is **resistant** to mundane and extraordinary necrotic damage, as the spell *energy protection*. In the event that its wielder is slain, if the sword is entombed with his remains, he will never rise as an undead creature of any kind.

Sword of Celerity

Base Cost 225,000gp: Sword +3 35,000gp; Permanent (1/turn) 6th level effect 150,000gp; Permanent (1/hour) 2nd level effect 24,000gp; 1/hour *Augury* 2nd level esoteric effect 16,000gp. Apparent Value 12,000gp, but obviously magical.

One of the fables found in *Opelenean Nights* tells of a falling star so fiery that it carved a canyon into the desert when it landed. When the great explorer Siver Pullo came to the canyon, he discovered a great jet black rock, weighing many tons, with a strange pool resembling quicksilver at its center. The surface of this pool was like a mirror that showed things yet to occur; when Siver saw a blade reflected within, he drew his own and plunged it in. With a scream audible for miles, the quicksilver wicked up the blade from tip to hilt, transforming Siver's blade into the legendary **sword of celerity**.

Whether its origin story is true or not, this **sword +3** and its wielder can move so quickly that they almost appear to be chased by their own ghosts. The wielder can make two additional attacks with the sword each round and can move at triple his normal speed. (Only the strongest speed effects on a creature are effective, so the wielder cannot further benefit from *swift sword* or similar spells.) The reflections on the quicksilver blade continue to offer glimpses of the future. Once per hour, by gazing at the blade while contemplating an action he intends to undertake, the wielder can divine whether the action will yield weal or woe, as the spell *augury*.

Sword of Fortune

Base Cost 1,017,000gp: Sword +1 5,000gp; 5 charges *Wish* 9th level ritual effect 1,000,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 4,000gp.

This unblemished blade is a pale shade of silver, made of a metal unknown to men of the present day and forged in fire to rival the sun. It functions in combat as a **sword +1** but did not earn its place in history for deeds of combat, nor for the +1 bonus to saving throws it grants to its bearer. The sword's fame comes from its greatest power, wrought into it fivefold times: to alter reality as the ritual spell *wish*. The historical record suggests three times this power was used, each by very different men: a desperate general reversing the course of a battle immediately after his army received a devastating cavalry charge; a patriarch of Türas traversing the world in the span of a single sun with a retinue of templars to destroy an awakening evil; and a tyrant repentant of his sins returning to life the friends he'd betrayed. As these claimed owners of the sword had no shortage of might, money, and magic, the opinions of sages vary as to which of these accomplishments truly expended a wish; the sword is found with 1d4+1 wishes remaining of its original five.

Sword of Holy Fire

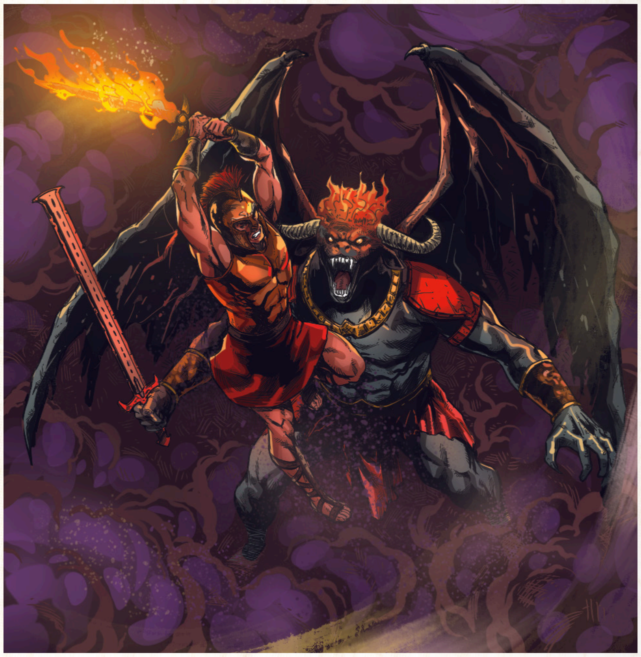
Base Cost 364,750gp: Sword +3/+5 vs 3 types 96,250gp; 2 Permanent (1/day) 1st level esoteric effect 7,500gp each; Permanent (1/day) *Perpetual Illumination* 3rd level esoteric effect 22,500gp; Permanent (1/3 turns) *Leaping* 1st level effect 19,000gp; Permanent (1/3 turns) *Sustained Swift Sword* 3rd level effect 57,000gp; Permanent (1/3 turns) *Giant Strength* 4th level effect 76,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 5th level effect 60,000gp. Apparent Value 2,500gp.

This legendary **sword +1, +3 versus demons and undead** was entrusted by the prophet Azendor to Valerian Bellësareus, fated hero-king of the Empyrean war; it is named in Classical Auran as *Bellësar*, the *sword of holy fire*. Ammonar's winged sun forms its crossguard, rays of gold radiating along its orichalcum blade to promise the dawn of an age of light. It is with this sword that Valerian slew a báleygr, and with it that he dueled his brother Suhgurim on the fields of Morgot, each man dead at the other's hand before the sun set.

The sword lightly illuminates a 5' radius with the orange-red of the rising sun. At command this light will blossom into a blazing pure-red flame bright as sunlight within 30', shining out to 90' as the spell *perpetual illumination*. All damage dealt by the sword is also considered to be ☥🔥 damage. In the hands of a hero that could stand equal with Valerian (a 14th level fighter or paladin with 18 STR, a warrior identified by gods or prophets as a supreme champion of Law, or as otherwise determined by the Judge) the sword's greater powers shine through. It functions as a **sword +3, +5 versus Chaotic creatures**, destined to destroy not only fiends and mummy lords but all fell men and foul beasts that serve them. The wielder gains the might of the spell *giant strength*, receiving a +2 bonus to attack throws and an additional damage die, among its other benefits. He can attack twice each round as the spell *swift sword*. He can leap 10' vertically and 30' horizontally, gains a +8 bonus to Acrobatics throws, and needs no rest when engaged in ordinary movement, as the spell *leaping*. He can enter a righteous fury at will, gaining a +2 bonus to attack throws and becoming **immune** to fear, though suffering a -2 penalty to AC and becoming unable to withdraw or retreat, **berserk** in the same manner as the Berserkergang proficiency. In the hands of such a hero, *Bellësar*'s light shines as beacon even through the deepest fog: within a radius of 30', where the sword shines as the sun itself, the wielder and his allies suffer no penalties to movement or melee attacks while in smoke or smog – even amidst the great smoking aura of a báleygr lord.

After Valerian's death, *Bellësar*'s flame went out. The sword would not ignite for any man, no matter how noble; Azendor deemed the blade to have died with its wielder. The king's cremated remains were interred in a great barrow-mound near the Dark Wall, and *Bellësar* was interred with him. It is said that no fire will burn in that barrow-mound until a hero worthy of Valerian can re-ignite the holy flame of the sword within. For the next seven centuries, the Knights of the Winged Sun made pilgrimages to Valerian's tomb, each group carrying torches to the summit of the tumulus only to see the flames snuffed out each time. Today even those have ceased, and the location of the barrow-mound itself has been lost, the cartographic records destroyed when the Great Library of Aura was burned by Baal the Terrible. No one has sought to wield the **sword of holy fire** in three centuries, and perhaps no one ever will.

Designer's Note: Bellësar is an empathic **developmental weapon** (see p. 322) driven to destroy the forces of Chaos. Should the Judge wish, rather than only recognizing the greatest of men, the sword might reveal an additional power for each level gained in the hands of a Lawful wielder, and once its powers are fully realized begin developing further powers as it claims a share of experience gained.



Sword of Kings

Base Cost 199,500gp: Sword +5 105,000gp; Permanent (turn/level) 3rd level effect 57,000gp; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 6,000gp.

This legendary blade was wielded by Arëtar Pendaelen when he slew Haakon the Iron-Handed, High King of Jutland, on the banks of the River Rorn; it is said that only a man as worthy as Arëtar can tap its powers. In the hands of an ordinary adventurer, it functions as an ordinary **sword +3**. If brandished by a worthy hero (a Lawful fighter with CHA 16 or higher, paladin, or similar martial champion of Law), it gains an additional **+1** bonus, for a total bonus of **+4**. Should the hero also rule a domain or realm, it gains another **+1** bonus, for a total bonus of **+5**. The hero-ruler also gains two additional powers drawn from the sword's ties to the ancient rites of kingship. First, he deals an extra 2d6 ☥ damage when using the sword to strike a Chaotic creature in his domain or realm. Second, he attains a **oneness of land and lord**, adjusting his hit point total by twice the current morale score of his domain. Provided the wielder remains Lawful and healthy, his domain's Land Value is increased by 2gp, as if it were benefitting from a *harvest* ritual. However, if the wielder is suffering from a curse or disease then his domain's Land Value is decreased by 2gp, as if it were suffering from a *ravage* ritual. The sword was lost to the waters of the Great Northern Lake in 313 IY when King Pendaelen died slaying a sea-dragon that had menaced Thure. Rornish legend maintains that he will return or be reincarnated, sword in hand, when his kingdom needs him most.

Sword of Withering

Base Cost 215,000gp: Sword +4 65,000gp; Permanent (1/turn) 6th level effect 150,000gp. Apparent Value 2,000gp.

This storied **sword +4** is a dark matte black on both its blade and hilt; only the ivory skull adorning the end of the pommel is any other hue. The scent of decay constantly reaches its wielder's nose, even while in a pungent room or a whirling gale. Any creature damaged by the sword starts **rotting**. Rotting creatures gradually begin to bruise, bleed from their orifices, and slough off hair and skin. They take 1☠ damage at dusk each day and cannot benefit from magical healing until the condition ends. The rot can be cured with *cure disease* or temporarily halted with *delay disease*. The Argollëan hero-king Mainchin famously wielded this weapon when he rode out to confront a colossal lindworm which was ravaging his lands. The monster swallowed him whole, but Mainchin landed at least one blow before he perished, for the dragon spent the following weeks rampaging in pain around the countryside before finally falling still. Those who dared approach its corpse found it rotted out from within, little more than a skeleton draped in hide. Old Argollëan songs tell that when the sword was found in what remained of the beast's belly, its hilt was still firmly gripped by the warrior king's gauntleted finger-bones.

Two-Handed Sword +1, Blade-Dancing

Base Cost 6,500gp: Two-handed sword +1 5,000gp, consume for single charge *Barrier of Blades* 6th level effect 3,000/2 = 1,500gp. Apparent Value 665gp.

The silvered blade of this **two-handed sword +1** is inscribed with a prayer to Ianna, while the goddess of victory's holy lions decorate the hiltguard. Reciting the prayer while flourishing the sword in a traditional blade-dance will cause the sword to flicker with white light and then explode into a thousand slivers of glowing silver. The slivers immediately assemble into a thin barrier in any shape the wielder desires, up to 500 square feet across (as the spell *barrier of blades*). Any creatures that start their initiative or move within

5' of the barrier are subject to attack as if from a readied 4 HD monster with a single attack dealing 2d6 🗡 damage. Any creature passing through the wall automatically suffers 2d6 🗡 damage. The barrier persists for as long as the wielder concentrates on her dance. While concentrating on the blade-dancing, the wielder can move the barrier up to 20' in any desired direction in range on her initiative each round. If this movement causes the barrier to pass over any creatures, those creatures suffer 2d6 damage, as above. The blade is sadly shredded into a thousand silver slivers by the blade-dance, with only its non-magical hilt and hiltguard remaining. The slivers themselves melt away into nothing 1 round after the dance ends.

Two-Handed Sword +1, Blazing Sun

Base Cost 6,500gp: Two-handed sword +1 5,000gp; Quarter price 1/week *Sunflare* 2nd level effect 6,000/4=1,500gp. Apparent Value 750gp.

This **two-handed sword +1** has a large handguard depicting a winged sun with gold disc and silver wings. While the sun shines most brightly in the heavens, the wielder can channel its cleansing light against his foes. Once per week, during the summer, while in direct sunlight, the wielder can call down a pillar of divine flame 40' in height and 20' in diameter at a target point, as the spell *sunflare*. Each creature within the area of effect must make a Blast saving throw. If the save fails, the creature suffers 3d6 ☥🔥 damage, or 6d6 ☥🔥 if the creature is undead. If the save succeeds, the creature suffers half that damage.

Two-Handed Sword +1, Fiendish

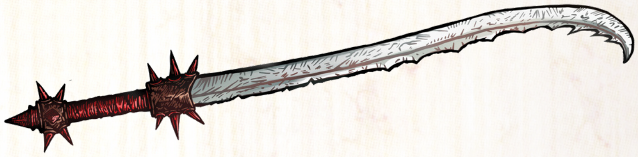
Base Cost 23,000gp: Two-handed sword +1 5,000gp, 1/week *Conjure Fiend* 6th level effect 18,000gp. Apparent Value 665gp.

This **two-handed sword +1** has a handle of blackened steel, with stylized flames patterned along its hiltguard with the Ancient Zaharan word for "bind" inscribed on its blade. Swords of this kind originated in the hands of ruinguards after the fall of Zahar, the loss of their chthonic tomes driving them to instead seek out mighty cacodemons as sources of knowledge and power. Once per week the wielder can read the sword's inscription aloud to summon a **fiend** with 18 HD and **** of special abilities (see ***ACKS II Monstrous Manual*** p. 68) from thin air, as the spell *conjure fiend*. The demon will serve him for up to 6 turns or until dismissed, provided the wielder concentrates on controlling it. If his concentration is broken or the fiend moves more than 360' from the sword, control is lost, and the cacodemon will attack the wielder and all others in its path. As with the spell, a given fiend that has been previously conjured and safely dismissed can be conjured again, or the wielder can conjure a new fiend with a different form and special abilities.

Two-Handed Sword +1, Frothing

Base Cost 14,500gp: Two-handed sword +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp to max half cost = -9,500gp. Apparent Value 665gp.

This **two-handed sword +1** has an angry look to it, its blade serrated and its hiltguard and pommel bearing blood-rusted spikes. Its wielder can go **berserk** at will, increasing his attack throw by +2 and becoming **immune** to fear, though penalizing his Armor Class by -2 and forcing him to directly attack without retreat, as the Berserkergang proficiency. Each time he flies into such a rage he has a 5% chance of temporary **madness**, becoming unable to tell friend from foe. Each round while **mad** he has an equal chance of inaction, attacking an ally, and attacking an enemy; whenever he cleaves he attacks another nearby target at random. The **madness** ends when he goes 3 rounds without making a successful attack throw, perceives no other remaining combatants, is disarmed, or is mortally wounded.



Two-Handed Sword +1, Herald's

Base Cost 6,500gp: Two-handed sword +1 5,000gp, consume for single charge *Summon Winged Herald* 6th level effect 3,000/2 = 1,500gp. Apparent Value 700gp.

This **two-handed sword +1** has a hilt wrapped in white leather and a pattern of feathered silver wings inlaid in platinum on its crossguard. To activate its true power, a Lawful wielder must lay the blade on a Lawful altar in a sacrosanct **pinnacle of good**, and begin to strike the blade with a hammer. Each round that the blade is struck, it rings aloud, louder and louder; after the sword has been struck for 1 turn, it will suddenly fall silent and then blaze with luminous light along its entire length. A winged figure of great beauty and majesty dressed in shining armor, a powerful 14 HD **herald angel** (see ***ACKS II Monstrous Manual*** p. 179), will then appear and take the sword in hand. The angel will aid the sword's former bearer and his Lawful allies in pursuit of mighty and righteous deeds to serve and protect civilization, as the spell *summon winged herald*. The herald angel will depart immediately if asked to work towards petty or selfish ends, or if it sees unworthy conduct from its allies. It will otherwise vanish when destroyed or **dispelled**, or with the break of dawn, in all cases taking the sword with it when it departs.

Two-Handed Sword +1, Impetuous

Base Cost 2,500gp: Two-handed sword +1 5,000gp; Permanent (1/turn) drawback 1st level effect -25,000gp to max half cost = -2,500gp. Apparent Value 665gp.

This **two-handed sword +1** is etched near the hiltguard with the head of a raging bull. With each swing the blade grows more unwieldy and a precise blow more difficult. The first attack made with it in an encounter suffers no penalty, but the second suffers a -1 penalty, the third a -2 penalty, and so on, to a maximum penalty of -5. The wielder can otherwise move and act as normal with the increasingly unwieldy sword. By spending a full round struggling to get the sword under control, the wielder can reset its attack penalty to 0, but his future attacks will still suffer incrementing penalties.

Two-Handed Sword +1, Perseverance

Base Cost 17,000gp: Two-handed sword +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 665gp.

This **two-handed sword +1** appears to have borne many years of service. Its leather grip is stained with sweat, and its blade, though still razor sharp, lacks sheen. The sword gives its wielder the grit to scorn old wounds and physical strain. Provided he is still able to walk normally, the wielder can ignore penalties from permanent wounds that cause initiative penalties or prevent force marching. If the wielder is not afflicted with any such permanent wounds, he can force march for 1 day without penalty, or for 1 extra day if he has the Endurance or Labor proficiencies.

Two-Handed Sword +2, Firestarter

Base Cost 64,000gp: Two-handed sword +2 15,000gp; At-Will (concentration) 1st level effect 25,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp. Apparent Value 750gp.

This **two-handed sword +2** has a long curved blade with a stylized flame engraved along its length, the blade affixed to a red lacquered hilt. Several swords of this make were commissioned centuries ago for the captains of a mercenary company known as the Firestarters, an infamous group who claimed to have caused the volcanic eruption which destroyed the fortress-town of Cuderharn.

If its wielder succeeds on an attack throw with an unmodified 20, the sword ignites with a sudden gout of flame, dealing an additional 1d8 🔥 damage and causing the target to begin **burning**. Combustible objects within a 5' radius of the target ignite, and creatures within a 5' radius of the target, including the wielder himself, must make a Blast saving throw; those that fail also start **burning**. Burning creatures suffer 1d8 🔥 damage at the start of their initiative each round until the flames go out; the flames are extinguished naturally after 1d4+1 rounds, or can be put out by spending one full round rolling on the ground or being immersed in water.

The wielder is himself **resistant** to mundane and extraordinary fire damage (as the spell *energy protection*), taking only half damage and gaining a +2 bonus to saving throws against fire spells and effects, letting him shrug off the effects of the arson left in his wake.

Two-Handed Sword +2, Mageslayer

Base Cost 68,500gp: Two-handed sword +2/+3 vs 3 types 32,500gp; Permanent (1/hour) *Spellward* 3rd level effect 36,000gp. Apparent Value 1,100gp.

This **two-handed sword +2, +3 versus spellcasters and summoned creatures** is etched with thin lines across the blade that form a pattern of overlapping circles and hexagons – but by some trick of the light, the pattern always appears centered upon the spot on the blade being inspected. The sword's wielder is protected from spells, spell-like effects, and elemental effects, by a *spellward* with five layers. When the wielder makes a saving throw against a spell, elemental effect, or spell-like effect, he can expend one or more layers of the spellward to gain a +1d4 bonus per layer to the saving throw. After the saving throw (if any) is resolved, the wielder can expend one or more layers of the spellward to reduce the damage by 1d4 points per layer. If the damage is reduced to 0 or less by the spellward, the wielder does not suffer an interruption of concentration, or other effects that may accrue upon being hit. If the wielder is subjected to a *counterspell* or *dispel magic* spell, he can expend one or more layers from the ward to increase his effective caster level by 1d4 per layer, making it harder to dispel his magic. The sword regains expended layers at a rate of two per turn.

Two-Handed Sword +3, Cleaving

Base Cost 54,000gp: Two-handed sword +3 35,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 665gp.

This **two-handed sword +3** has a broad single-edged blade meant for deep sweeping strokes. A fighter (or other character or creature with an equal or better attack bonus) who wields the sword gains an extra maximum cleave each round beyond that gained from the sword's magic bonus, for a total of 4 additional maximum cleaves.

Vorpal Sword

Base Cost 140,000gp: Sword +4 65,000gp; At-Will (concentration) 3rd level effect 75,000gp. Apparent Value 5,000gp.

This **sword +4** is among the sharpest blades ever forged, with a sharp-faceted ruby set in the pommel of its gilded hilt and a blade that cuts through necks like butter. If the wielder succeeds on an attack throw with an unmodified 20, the sword deals an additional die of ➶🗡 damage; additionally, the struck creature will be instantly slain by decapitation, unless it succeeds on a Death saving throw. At the Judge's discretion, certain creatures might survive decapitation, such as slimes, constructs, hydras, and so on. This fabled sword has severed many a neck over the years, most famously the dwarven king Idiro the Twice-Beheaded.

MISCELLANEOUS WEAPONS

Miscellaneous weapons include all weapons that are not part of the swords category, as well as all types of ammunition such as arrows, bolts, and sling bullets. A magical weapon typically has a permanent bonus applied to attack throws and damage rolls made with it; this bonus may rise against certain foes or in certain circumstances, and the weapon may have additional powers. A combatant who uses a magic missile weapon or magic ammunition adds the bonus to both the attack throw and damage. A combatant who fires magic ammunition from a magic weapon adds the higher bonus to his attack throw and adds both bonuses to his damage roll. Unless otherwise specified, a weapon's bonus and abilities only function for a character proficient in the use of the weapon in question.

The apparent value of any magic weapon is 650gp plus the base cost of the weapon unless detailed otherwise, equivalent to the value of a masterwork weapon. The apparent value of a single magic arrow, bolt or other projectile is likewise at least 32.5gp.

Magic ammunition that strikes its target is destroyed, but magic ammunition that misses its target can be reclaimed after the battle and shot again. Note that if the ammunition was activated to deliver a charged effect during the attack, the charge will have been expended even if the attack missed (see p. 292), and if the ammunition was activated to deliver a charged effect that consumes the arrow, there will be nothing left to recover. Unless otherwise noted, activated or charged effects from ammunition are limited to the weapon's long range. For instance, while an archer could fire a **travel arrow** at a battalion of troops at double long range (720'), he could not teleport there.

Magic polearms and spears only break on a natural 1 if the target is wearing magic armor and/or equipped with a magic shield of equal or greater bonus, or if the target is **immune** to ordinary piercing damage and has HD greater than 3 × the weapon's bonus. The weapon's bonuses and powers do not apply once broken. It costs 1gp to repair the break.

Any time a spell cast from a weapon triggers a Spells saving throw, the target makes an Implements saving throw instead. Paralysis, Death, or Blast saving throws are not replaced by Implements saving throws, however.

Arrow +1, Splintering

Base Cost 1,250gp: Arrow +1 250gp; Single charge 2nd level effect 1,000gp. Apparent Value 32.5gp.

The shaft of this **arrow +1** is roughly finished above the fletching, with many small sharp fragments protruding. It can be shot like an ordinary (albeit magical) piece of ammunition if desired, or used to split apart a host of wooden objects.

Shooting the arrow while speaking the Old Argollëan word for "splinter" will cause it to burst apart where it strikes into a mass of tiny wooden fragments. All non-structural wooden objects weighing 1 stone or less within a 25' diameter centered upon where the arrow lands will become bent and twisted, in the same way as the spell *warp wood*. Held objects and magical wooden objects resist the effect on a successful Death saving throw. The archer must make an attack throw against AC 0. If the throw succeeds, the effect is centered upon the target point. If the throw fails with an unmodified roll of 1, the effect is centered upon the archer. On any other result, the center of the effect scatters by 1d3 × 60' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point. This power can only be activated once, with the effect expended in vain if the arrow flies beyond long range but the arrow destroyed regardless.

Arrow +1, Travel

Base Cost 750gp: Arrow +1 250gp, consume for single charge 1st level attack effect 500gp. Apparent Value 32.5gp.

This **arrow +1** is fletched with the white feathers of a tern. It can be shot like an ordinary (albeit magical) piece of ammunition if desired. However, the **travel arrow** can be more usefully employed as a means of instantaneous transportation across the battlefield.

Shooting the arrow while speaking the word "goodbye" in Elven will cause the archer to vanish as the arrow leaves his bowstring. When the arrow lands, the archer reappears. A successful attack throw against the intended target indicates the arrow lands where intended and deals damage if applicable. (Locations usually have AC 0, while creatures or objects have their ordinary AC. The Judge should remember to apply AC modifiers from cover when relevant, such as shooting into a room through a distant arrow slit.) A failed attack throw indicates that the arrow scatters 1d3 × 20' from the intended target in a random direction. To determine the direction of scatter, roll 1d12 and apply it as a clock direction from the target.

Whether the arrow hit or missed the intended target, the archer reappears at the arrow's location. If the target was a man-sized or smaller living creature, the archer arrives adjacent to it; otherwise he arrives on it. If the archer felled his target with the **travel arrow**, he is eligible to cleave once he arrives at the target's body. However, if the arrow landed at a location to which it would be physically impossible for the archer to teleport, or if the arrow landed outside of long range, the archer does not teleport to the arrow at all. In any case, the special power of a travel arrow can be activated only once, and the arrow crumbles to dust at the end of the archer's attack. Travel arrows were developed by elven nightblades as tools of infiltration, assassination, and exfiltration, traditionally crafted in pairs ("one to get in and one to get out"). When found as treasure, 1d2 will be present.

Arrow +2, Impetus

Base Cost 2,750gp: Arrow +2 750gp; Single charge 4th level attack effect 2,000gp. Apparent Value 32.5gp.

The head of this **arrow +2** is painted dark purple, while the shaft is decorated with a trail of white dots. The arrow can impart an impetus of motion into targets it hits. To activate the effect, the archer must state the direction of impetus (e.g., "northwest," "left," etc.) as he makes an attack with the arrow. If the archer's attack succeeds, the target suffers damage and is flung 20' in the direction of impetus with no saving throw permitted. If this would fling the target into a wall or obstacle, the target suffers 2d6 🔨 damage and is knocked **prone**. If this would fling the target into another combatant of equal or greater size, the target is knocked prone; if into another combatant of smaller size, the smaller combatant is knocked prone and the target continues its movement. Whether the arrow strikes its target or not, this power can only be activated once, with the impetus expended in vain if the attack misses or the arrow flies beyond long range.

> *The arrow continues in flight after the archer has loosed it because of the motive power, the impetus, which he has impressed upon it. This impetus is then steadily diminished by opposing powers acting in resistance to it, until it is extinguished and the arrow comes to rest.*
>
> Aransürius, *Physical Motion*

Arrow +2, Lesser Death

Base Cost 3,250gp: Arrow +2 750gp; Single charge 5th level attack effect 2,500gp. Apparent Value 32.5gp.

Each black **arrow +2** of this kind can bring doom to one particular type of creature of 9 HD or less. To activate the effect, the archer must speak the arrow's command word (typically "seek", "speed well", or the like) as he makes an attack with the arrow against a target creature of the intended type. If the archer's attack succeeds, the target is instantly slain with no saving throw. Whether the arrow strikes its target or not, this power can only be activated once, with the death magic expended in vain if the attack misses or the arrow flies beyond long range. The Judge can choose which creature type the arrow's magic will slay, or roll on the Creature Type table on p. 51.

Arrow +2, Ire

Base Cost 1,875gp: Arrow +2 750/2 = 375gp, consume for single charge *Infuriate Crowd* 3rd level effect 1,500gp. Apparent Value 32.5gp.

This **arrow +2** is marked with a dot of red paint on the base of its head, its fletching dyed to match. If its command word is spoken while pointing the drawn arrow at a target point within 360', the wielder can enrage living creatures with fewer than 5 HD within a 10' radius of the point. Affected creatures in the area must succeed on an Implements saving throw or become **infuriated** for 1 turn, as the spell *infuriate crowd*. Once used in this manner, the arrow disintegrates into angry-looking smoke.

Arrow +2, Slow Death

Base Cost 2,750gp: Arrow +2 750gp; Single charge 4th level attack effect 2,000gp. Apparent Value 32.5gp.

Each black **arrow +2** of this kind is crafted with a cruelly barbed head, which distinguishes it from the more potent **death arrow**; like the more powerful version, the **slow death arrow** is made to strike down one particular type of creature. To activate its effect, an archer must speak the arrow's command word (typically "suffer," "bleed slowly," or the like) as he makes an attack with the arrow against a target creature of the intended type. If the archer's attack succeeds, the target is damaged and afflicted with death magic. It begins to feel its life energy ebbing away with each passing moment, and will automatically die in 1 turn with no saving throw unless the magic is **dispelled** before then. Whether the arrow strikes its target or not, this power can only be activated once, with its death magic expended in vain if the attack misses or the arrow flies beyond long range. The Judge can choose which creature type the arrow's magic will slay, or roll on the Creature Type table on p. 51.

Arrow +3, Banshee

Base Cost 3,875gp: Arrow +3 1,750/2 = 875gp, consume for single charge *Panic* 6th level effect 3,000gp. Apparent Value 32.5gp.

The shaft of this **arrow +3** is marked with three yellow bands. If the wielder begins to scream while pointing the drawn arrow at a target point within 360', his wail will be heard in a 60' diameter centered on that point, as the spell *panic*. Every living creature with fewer than 5 HD in the area must make a Paralysis saving throw. Those who fail are **frightened** until they flee more than 360' from the archer, are **dispelled** or subject to *remove fear*, or when the archer moves or no longer maintains concentration on screaming. Once used in this manner, the arrow disintegrates into smoke which disperses in all directions.

Arrow +3, Conflagration

Base Cost 4,750gp: Arrow +3 1,750gp; Single charge *Conflagration* 6th level attack effect 3,000gp. Apparent Value 32.5gp, but obviously magical.

This **arrow +3** is perpetually black with ash and soot that stains the fingers of the archer who draws it. By speaking the arrow's command word and shooting it at a target point outdoors within long range, the archer can create a massive *conflagration* 10' high and 60' in diameter. The archer must make an attack throw against AC 0. If the throw succeeds, the conflagration is centered upon the target point. If the throw fails with an unmodified roll of 1, the conflagration is centered upon the archer. On any other result, the center of the conflagration scatters by 1d3 × 60' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point. Each creature within the conflagration — wherever it ends up — must make a saving throw. If the save fails, the creature suffers 2d6+2 🔥 damage. If the save succeeds, the creature suffers half that damage. (The **conflagration arrow** will not ignite a conflagration when used to attack a target creature; in that case it simply functions as an **arrow +3**, even if its command word is spoken.) This power can only be activated once, with the conflagration expended in vain if the arrow flies beyond long range.

Arrow +3, Death

Base Cost 4,750gp: Arrow +3 1,750gp; Single charge 6th level attack effect 3,000gp. Apparent Value 35gp.

Each black **arrow +3** of this kind is crafted to destroy one particular type of creature. To activate the effect, the archer must speak the arrow's command word (typically "seek", "speed well", or the like) as he makes an attack with the arrow against a creature of the intended type. If the archer's attack succeeds, the target is instantly slain with no saving throw. Whether the arrow strikes its target or not, this power can only be activated once, with the death magic expended in vain if the attack misses or the arrow flies beyond long range. The Judge can choose which creature type the arrow's magic will slay, or roll on the Creature Type table on p. 51.

Arrow +3, Shipbreaker

Base Cost 4,750gp: Arrow +3 1,750gp; Single charge 6th level attack effect 3,000gp. Apparent Value 32.5gp.

This **arrow +3** has a stout bronze head and a shaft fletched with grey seagull feathers. Arrows such as these were first created by elves during the Bitter War to destroy dwarven war machines, and famously wrecked the massive war titans of Azen Sythik. The means to create these arrows was rediscovered by the Tower of Knowledge in 218 BE, and they earned their current moniker after Auran marines used them to great effect during several naval engagements against Celdorea. To activate the arrow's destructive powers, the archer must speak its command word (typically "break" in Classical Auran) as he makes an attack with the arrow against an automaton, vessel, vehicle, structure, or other target with structural hit points (shp). If the archer's attack succeeds, the target suffers (1d4+4) × 10 🌈 structural damage if stone or (1d4 + 4) × 50 🌈 structural damage if wood. If the target of the attack is an automaton, it can make a Blast saving throw, with a successful save reducing damage by half. The arrow's magic causes deep cracks and violent splits in the target, and each creature within a 5' radius of where the arrow struck its target suffers 1d8 ➶ damage from flying shards and splinters, or half that on a successful Blast saving throw. A **shipbreaker arrow** may be activated only once, its blasting magic expended in vain if the attack misses or strikes a target without shp or the arrow flies beyond long range.

Axe of Bitterness

Base Cost 204,250gp: Battle axe +3/+4 (2 types)/+5 77,500gp; Permanent (1/3 turns) 4th level effect (protection from bewitchment and illusions) 76,000gp; 2/day not more than 1/hour (periodic with cooldown) choice of *Plant Shrinkage* 5th level effect or *Dispel Magic* 3rd level effect = effective 6.5th level effect 35,750gp; 1/day 3rd level effect 15,000gp. Apparent Value 657gp.

Though the maker of this legendary weapon is a mystery, it came to fame in the hands of the dwarven hero Imlark late in the Bitter War against the elves. With its great steel head set upon a dawn redwood haft – said to be made from the first tree the dwarves harvested out of the Southern Argollë forests – this **battle axe +3, +4 versus plants, +5 versus elves** was likely crafted when certain prominent dwarven scholars still claimed elves to be some sort of plant creature. The axe was made to defend against elven deception and treachery: its wielder receives a +4 bonus on saving throws made against illusions and is **immune** to spells which create *illusory duplicates*, able to simply ignore the false forms and strike his true foe. The wielder also receives a +4 bonus on saving throws made against enchantment spells or effects, such as *incite madness* or *halt humanoid*, and is **immune** to **bewitchment** effects.

Twice per day (but not more than once per hour), by waving the axe overhead, the wielder can either *dispel magic* or cause *plant shrinkage*, as the spells. Once per day, by swinging the axe through empty air in front of himself, the wielder can unleash a bow-breaking blow that sunders every handheld wooden object weighing 1 stone or less (including spears, arrows, wands, and clubs) in a 60’ long × 5’ wide line within 360’. Non magical wooden objects are automatically sundered, but magical wooden objects might resist the effect. If the object is held by a creature, the creature can make a Death saving throw, adding the weapon’s magic bonus (if any) to the save. If the object is not being held by a creature, the object must make a Death saving throw as a fighter of a level equal to its magic bonus. (Count staffs and wands as having a bonus equal to one-half their caster level.) If the save succeeds, the spell has no effect. If the save fails, the object is sundered.

Battle Axe +1, Brine-Cutter

Base Cost 22,000gp: Battle axe +1/+2 10,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 657gp.

This **battle axe +1, +2 vs humans** has a long bearded blade, and a wave-like ripple along the length of the cutting edge where it flows into the rest of the axe-head. Whenever its wielder is captaining a vessel, he gains a +2 bonus to any Seafaring proficiency throws to avoid nautical hazards (see ***ACKS II Revised Rulebook*** on p. 320). **Brine-cutter battle axes** are prized among Jutland war chiefs, who lead their longships on wide-ranging raids across the waters of the Ammas Aurë to plunder the shores of the civilized realms of Aurëpos.

Battle Axe +1, Facebiter

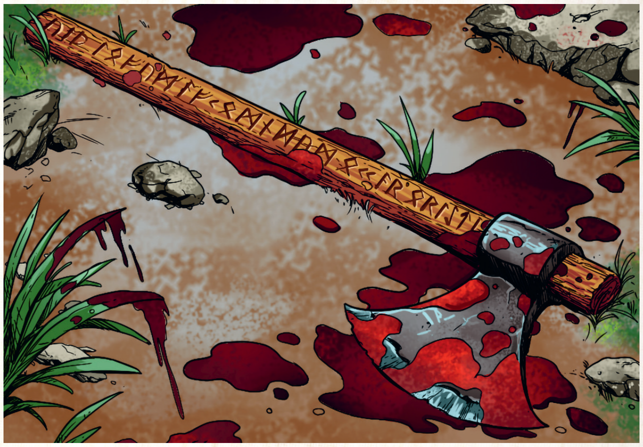
Base Cost 1,000gp: Single charge 2nd level effect. Apparent Value 657gp.

This **cursed** two-bitted **battle axe +1** has a green tint to its steel. The first time the axe is used to make a lethal attack, the weapon suddenly jerks back toward the face of its wielder. The attack automatically misses its target, and the wielder must make a Death saving throw. If the save succeeds, the wielder dodges the facebiting blow. If the save fails, the wielder suffers 1d6 🗡 damage and must immediately roll on the Slashing Mortal Wounds Table. For the Mortal Wounds d20 roll, the only modifiers that apply are those from the wielder’s CON and HD. For the Mortal Wounds d6 roll, treat a roll of 1-3 as a 5, and a roll of 4-6 as a 6. The wielder immediately receives the result listed under Permanent Wounds Suffered, but does not require any associated recovery time. A weapon of this kind only triggers once; whether the saving throw is successful or not it is thereafter non-magical.

Battle Axe +1, Gratitude

Base Cost 25,000gp: Battle axe +1/+3 20,000gp; Permanent (1/turn) cantrip effect 5,000gp. Apparent Value 657gp.

The haft of this **battle axe +1, +3 versus plants** is carved from end to end with Dwarven runes: a thanks given to Dwarven ancestors for protections granted and a solemn vow to do likewise for their own descendants in the future. Axes of this kind are said to have originated in bitterly cold winters, when dwarves in dire straits lacked even the strength to collect enough firewood to last another night. Those dwarves who survived would often swear they could feel the spirit of an ancestor gripping their axe alongside them to chop the wood; and in later years a number of them would commission the creation of an axe such as this, to honor that aid and preserve it for their sons. When successfully foraging for firewood the wielder gathers 16 stone, rather than 8 stone, of usable fuel per ancillary activity, as the axe cuts swiftly and cleanly through hard and twisted wood.



Battle Axe +1, Leopard

Base Cost 29,000gp: Battle axe +1/+2 10,000gp; Permanent (1/3 turns) *Leaping* 1st level effect 19,000gp. Apparent Value 657gp.

The head of this **battle axe +1** is etched with a depiction of a snarling leopard, limbs extended mid-leap. Its wielder can perform mighty feats of *leaping*, as the spell. He can jump 10’ vertically and 30’ horizontally from a standing start, receives a +8 bonus on Acrobatics throws, and needs no rest if engaged in ordinary movement. When the wielder attacks a subjacent target, the weapon functions as a **battle axe +2**; this bonus does not apply if the wielder is flying or mounted on a creature or vehicle.

Battle Axe +3, Pillaging

Base Cost 72,500gp: Battle axe +3 35,000gp; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 800gp.

The handle of this Jutlandic **battle axe +3** is carved to depict a line of merry raiders marching away from a burning fortress, each carrying a captive or large sack over his shoulder. Troops commanded by the wielder can pillage conquered domains with one-half the required army in one-half the required time. (See ***ACKS II Revised Rulebook*** p. 458 for rules on pillaging domains.)

Bolt +1, Ascertaining

Base Cost 300gp: Arrow +1 250gp, consume for single charge cantrip effect 100/2 = 50gp. Apparent Value 32.5gp.

This crossbow **bolt +1** has a silver tip. In lieu of being shot at an enemy, the bolt can be used to determine the direction to a familiar or clearly envisioned target object. The target object can be either a specific object ("my father's helmet") or the nearest instance of a general type of object ("the nearest helmet"). The bolt can detect the target object up to 45' way through earth, stone, or wood, but can be blocked by even a thin sheet of lead or gold. To activate the effect, the user must hold the bolt balanced about its midpoint for 1 turn and concentrate on the target object. If the target object is detected, the bolt will pivot to point in its direction. If the target object is not detected (e.g. it is out of range, blocked by lead, already destroyed, etc.), the bolt will simply spin aimlessly. In either case, the bolt splinters into pieces one round after it points out, or fails to point out, the target. **Ascertaining bolts** are found in groups of 1d4.

Bolt +3, Entanglement

Base Cost 4,750gp: Bolt +3 1,750gp; Single charge 6th level attack effect 3,000gp. Apparent Value 32.5gp.

This **bolt +3** is made of wood that, though rigid, appears still green; its fletching appears to be newly-grown leaves. By speaking the bolt's command word "bloom" and shooting it at a vegetated point of ground within long range, the crossbowman can cause the patch to sprout into a dense overgrown thicket. The effect is identical to the spell *plant growth*, except as noted below. (If the **entanglement bolt** is shot at a target creature, it simply functions as an **arrow +3**, even if its command word is spoken.)

The crossbowman must make an attack throw against AC 0. If the throw succeeds, the bolt lands at the target point. If the throw fails with an unmodified roll of 1, the bolt breaks in the crossbow with no effect. On any other result, the bolt scatters by 1d3 × 60' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point.

If the bolt strikes desert, rock, pavement, water, or other surfaces without any vegetation at all, the bolt's magic is expended in vain. If the bolt strikes a patch of vegetation, the vegetation will grow into a dense thicket. The thicket will expand to encompass an area up to 3,000 square feet, if there is sufficient vegetation to do so. If vegetation extends evenly in each direction, the thicket will form a perfect 60' diameter circle, sufficient to engulf an entire company of troops in mass combat. The thicket is impassable to creatures of man-size or large size; to move, such creatures must hack their way through the thicket using an axe or short sword at a combat speed of 5' per round. Small creatures and huge, gigantic, or colossal creatures do not need to hack their way through, but move at half normal speed.

Bow of the Fallen Sky

Base Cost 1,351,000gp: Long bow +4 65,000gp; 2 Permanent (turn/level) 1st level effects 19,000gp each; 1/hour *Conflagration* 6th level effect 48,000gp; 6 charges *Cataclysm* 9th level ritual effect 1,200,000gp. Apparent Value 3,000gp.

This **long bow +4** is stained as black as the night sky and set with tiny white diamonds like stars. An astrologer or navigator will recognize that the gems have been carefully arranged to depict the constellation of the Manticore, emblematic of the Chthonic deity Bel the Slaughterprince. While the wielder bears the bow, the stars seem to glitter brightly to his eyes. He can navigate by the stars, gaining one rank of Navigation proficiency as long as the heavens are visible. He can see as clearly in full moonlight as in daylight, as clearly in half moonlight as in full moonlight, and as clearly in starlight as in half moonlight.

Once per hour, by arcing an arrow high into the air toward a point outdoors within long range and speaking a command at the arrow's apogee, the wielder can call down a falling star. The arrow will erupt into a great bolt of fire as it falls back to earth and unleash a massive explosion of flame where it strikes, as the spell *conflagration*. The wielder must make an attack throw against AC 0. If the throw succeeds, the conflagration is centered upon the target point. If the throw fails with an unmodified roll of 1, the conflagration is centered upon the wielder. On any other result, the center of the conflagration scatters by 1d3 × 60' from the target point. The Judge rolls 1d12 to determine the direction of scatter, applied as a clock direction from the target point. Each creature within the conflagration — wherever it ends up — must make a saving throw. If the save fails, the creature suffers 2d6+2 🔥 damage; if the save succeeds the damage it suffers is halved.

The wielder can bring even greater devastation over an area by arcing an arrow over a ruler's home while proclaiming doom upon his domain and subjects. One week later, the stars will rain down upon the land, annihilating the domain with a *cataclysm* ritual. Only destroying the bow or calling upon a *wish* or *miracle* can stave off the imminent *cataclysm*. According to myth, Bel's' black gauntlet carries six arrows, and the **bow of the fallen sky** carries six *cataclysms*. It is unknown how many of these have been unleashed over the centuries; the bow holds 1d6 *cataclysms* within it when found. Perhaps Bel recoups his arrows in times of peace…

Not even the wisest sages can state with certainty when the **bow of the fallen sky** was created. The bow seems to appear only in times of terrible conflict, and its appearance always coincides with cataclysmic destruction. One legend dates it to before the Day Without Night, and claims its volleys contributed to that ancient apocalypse. Another places its origin at the hands of the first great elven spellcasters who converted to Chthonic worship. The Zaharan treatise *The Conjunction of the Spheres* claims it as Bel's own weapon, crafted for war against the Empyrean gods themselves, and loaned by the god to his chosen champions to bring devastation upon those who oppose the chthonic gods, then returned to hiding in some tomb or secret place until the Awakening.

Bow of the Great Eagles

Base Cost 108,000gp: Composite bow +3 35,000gp; 1/day 6th level effect 30,000gp; Permanent (1/hour) 2nd level effect 24,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 1,000gp.

This legendary elven **composite bow +3** is crafted of laminated dawn redwood with its bow-limbs carved to resemble eagle's talons. The elvish general Aedon Lann is credited with killing more than 500 orcs with the bow during the Beastman Wars of the 3rd century B.E. With an arrow nocked on the bow's string, the wielder gains an eagle's eyesight, letting him see eight times farther than normal and reducing his penalty for missile attacks made with the bow to -1 at medium range and to -2 at long range. He can loose arrows with pinpoint accuracy, able to shoot at targets **engaged** in melee with a -4 penalty, as the Precise Shooting proficiency. If he already has ranks of Precise Shooting, the bow's rank of proficiency stacks with his own.

Once per day, the wielder can fire an arrow skyward to call a **large roc** (see ***ACKS II Monstrous Manual*** p. 265) to his aid. The roc will fly from the nearest 24-mile wilderness hex of mountains terrain, requiring 1d6 hours if called from within such a hex, or an additional hour per additional 24-mile hex between that hex and the wielder's location. If the wielder is unreachable upon its arrival (such as deep in a dungeon), the roc will circle the sky close by. The roc will understand the wielder's speech and will serve as a loyal mount for a Lawful wielder or others that he directs, acting as if it were the wielder's henchman for 1 day before departing (unless it is slain or **dispelled**). The roc will only grudgingly serve a Neutral wielder or rider, however, and if asked to perform a Chaotic action or assist a Chaotic creature it will immediately depart. The roc does not arrive with saddle and tack, nor does the bow grant the rider the Riding proficiency, so unproficient characters who ride the roc into battle do so at their own risk. The roc will not answer the wielder's call if he has malicious intentions for the roc, such as to capture or kill it.

Bow of the Unconquered Sun

Base Cost 144,000gp: Composite bow +1/+2 (two types)/+3 22,500gp; Permanent (1/3 turns) *Swift Sword Sustained* 3rd level effect 57,000gp; Permanent (1/3 turns) *Striking* 3rd level effect 57,000gp; Permanent (1/day) 1st level esoteric effect 7,500gp. Apparent Value 2,000gp.

This **composite bow +1, +2 versus avian creatures, +3 versus undead** is a relic of the Empyrean War, crafted of laminated dawn redwood and trimmed in golden orichalcum. It grants its wielder an additional attack each round, as the spell *swift sword*. Each arrow shot from the bow ignites with magical flame, dealing both 🔥 and ➶ damage plus an additional 1d6 ☥ damage.

Club +1, Fetching

Base Cost 10,000gp: Club +1 5,000gp; 1/day *Call of the Wolf* 1st level effect 5,000gp. Apparent Value 651gp.

This **club +1** is covered in what appear to be bite marks. On closer inspection, the marks are revealed to be Rornish runes, carved into the club and hardened by the same magic that empowers the weapon. The club may be used to call a **wolf** (see ***ACKS II Monstrous Manual*** p. 336) to loyally serve its wielder, as per the spell *call of the wolf*. To activate the club's power, the wielder must shout "fetch" in Rornish and throw the club while outdoors. The club will vanish from where it lands, only to reappear clutched in the summoned wolf's jaws upon arrival. A wolf will arrive in 1d6 turns if the wielder is in a wilderness hex where wolves are native (such as forest, hills, or mountains). If the call is made outside such terrain, it will take an additional 9 turns per 6-mile hex between the caller and the nearest hex where wolves live. The called wolf will understand the master's speech and serve loyally – although it will want to play fetch more than a wild wolf naturally would. The wolf remains until dismissed, **dispelled**, or slain. In any of these cases a new wolf may be called with the club after 1 day has passed. The club's power will not function if its wielder has malicious intent toward the wolf.

Club +1, Marshal's

Base Cost 55,000gp: Club +1 5,000gp; 2 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 700gp.

This **club +1** is a magnificent baton made of imported ebony with inlaid panels of ivory and set with a five-pointed golden cap. Provided the wielder has even the slightest familitary with military affairs, the club imbues him with the authority and knowledge needed to effectively train troops. If the wielder has at least one rank of the Manual of Arms proficiency, he can function as a marshal with three ranks of Manual of Arms, Mounted Combat, and Fighting Style Specialization (missile weapons), able to train up to 60 troops of any type as an ongoing dedicated activity. If a domain ruler, he can simultaneously oversee training as an incidental activity. If at least 5th level, he can also inspect a company of troops as an ancillary activity. Despite his efficacy as a troop trainer, the wielder of the marshal's club does not receive any additional ability to fight while mounted or with missile weapons.

Club +1, Trollbone

Base Cost 2,500gp: Club +1 5,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp to max half cost = -2,500gp. Apparent Value 651gp.

This **club +1** is made from a troll's leg bone. The top of the club is carved with an ouroboros while the base is wrapped tightly in troll-hide to form a comfortable grip. Larger than a typical club, the trollbone club can be wielded one-handed for 1d4 🔨 damage or two-handed for 1d6 🔨. Being made of bone, the club is quite brittle. It will break on an attack throw of an unmodified 1, and it can be sundered as if it were a staff. When broken, sundered or otherwise destroyed, the trollbone club slowly regenerates, becoming usable again after one week. Like the troll from which it was made, however, the club cannot regenerate from damage done to it by fire or acid.

Composite Bow +1, Frostfall

Base Cost 22,500gp: Composite bow +1 5,000gp; 2/week not more than 1/day (periodic with cooldown) 5th level effect 17,500gp. Apparent Value 690gp.

This yew **composite bow +1** is painted with a pattern of dark grey lines that resemble billowing storm clouds. Twice per week (but not more than once per day), by speaking the phrase "bitter end" while pointing a drawn arrow at a target point outdoors within 360', the wielder can create a 20' diameter *ice storm* at the target point (as the spell). Any creature that begins its initiative in the *ice storm*, or enters it on its initiative, suffers 9d4 ❄ damage, or half that amount with a successful Blast saving through. Any movement through the *ice storm*'s area of effect is at half normal rate. The *ice storm* lasts until the start of wielder's next initiative. Creating the *ice storm* counts as the wielder's entire combat action, and precludes him from making other attacks or cleaves with the bow that round. The arrow used to designate the target point melts into ice water and is destroyed.

> *The soldier, like raw iron, must endure the hammer of drill and the fire of discipline to be forged into a weapon. The legion tempered by hardship in peace is anointed by victory in war.*
>
> Ulkyreus, *Manual of War*

Composite Bow +1, Manhunter

Base Cost 39,000gp: Composite bow +1/+3 20,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 690gp.

This **composite bow +1, +3 versus humans** is of Skysostani make, with a series of red dots along its length in the pattern of a running man's footprints. Its bearer can skillfully pick out the traces of passing creatures, gaining one rank of the Tracking proficiency. If the bearer already has the Tracking proficiency, the rank granted by the bow stacks with his own. (See ***ACKS II Revised Rulebook*** p. 120 for detailed tracking rules.)

Composite Bow +2, All-Seeing

Base Cost 73,000gp: Composite bow +2/+3 25,000gp; Permanent (1/hour) 4th level effect 48,000gp. Apparent Value 690gp.

This **composite bow +2, +3 versus invisible creatures** bears mother-of-pearl inlay along the interior of its limbs. The bow's wielder can discern invisible creatures and objects in line of sight within 360' as translucent forms, in the same manner as spell the *discern invisible*.

Composite Bow +2, Marksman's

Base Cost 53,000gp: Composite bow +2 15,000gp; 2 Permanent (turn/level) 1st level effect 19,000gp each. Apparent Value 850gp.

The riser of this **composite bow +2** is gilded with a pattern of concentric circles. The bow can be used to make shots with pinpoint accuracy: its wielder can shoot past past cover or engaged allies with no penalty, shoot at targets engaged in melee with a -4 penalty, and if able to ambush or backstab his opponents he can do so at up to long range, acting as though he had both the Precise Shooting and Sniping proficiencies. If he already has ranks of Precise Shooting, the rank granted by the bow stacks with his own. The famed explorer Nilus the Lost was known to carry such a bow during his travels, and reputedly once shot an opponent's arrow out of the sky while wielding it.

Crossbow +1, Dragon's Breath

Base Cost 12,500: Crossbow +1/+2 10,000gp; 5 charges *Fan of Flames* 1st level effect 2,500gp. Apparent Value 680gp.

Brought to fame by the dwarven mounted crossbowman Orin Eagleeye, this **crossbow +1, +2 versus beastmen** has a bronze tube bound below its fore-end which flares out the front, and a second trigger set ahead of the primary one. Pressing the second trigger expends a charge and causes the tube to belch flame in a cone stretching 40' long and 20' wide, as the spell *fan of flames*. Each creature the wielder chooses to point his crossbow at within the cone must make a Blast saving throw, suffering 1d8 🔥 damage if it fails, or half that if it succeeds. The crossbow is found with 1d4+1 charges remaining, its second trigger locking backward permanently when the last charge is expended.

Crossbow +1, Second Death

Base Cost 36,500gp: Crossbow +1/+3 20,000gp; 1/turn 1st level effect 16,500gp. Apparent Value 680gp.

The sides of this **crossbow +1, +3 versus undead** are decorated with silver plates, each etched with broken bones. Once per turn, by speaking its command word, the wielder can discern the distance and direction to each undead creature within 480'. This awareness lasts only a single round, making it more useful for finding the resting places of undead still lying in torpor than for pursuing those fleeing the wielder's righteous task.

Crossbow +1, Tidepiercer

Base Cost 24,000gp: Crossbow +1 5,000gp; Permanent (turn/level) 2nd level effect 38,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 680gp.

This dwarven-built **crossbow +1** is crafted entirely from gleaming bronze, with even its string formed from twisted bronze wire, showcasing both superb artifice and enchantment. Though originally made for dwarven expeditions into submerged caverns under the bedrock, men have also employed **tidepiercer crossbows** for ventures beneath the open waves. Bolts shot by the crossbow speed through the water as swiftly as they do through the air. While using the crossbow underwater, the wielder suffers only the standard ranged penalties for missile attacks (0 for short range, -2 for medium range, -5 for long range), and no penalty from range to his damage rolls. The crossbow's rigid metal string is readied for each shot by a cleverly integrated rack and pinion. The system allows users of normal strength to use the crossbow, but limits its firing rate, preventing the wielder from cleaving with it.

Crossbow +2, Ignition

Base Cost 47,500gp: Crossbow +2 15,000gp; Permanent (1/day) 1st level effect 7,500gp; At-Will (concentration) 1st level attack effect 25,0000gp. Apparent Value 1,680gp.

The wood of this **crossbow +2** is dyed a bright red, while its stock is capped in rose gold and a series of tiny rubies are worked into its side in the shape of a flame. Bolts shot by the crossbow ignite with magical fire dealing both 🔥 and ➶ damage. When the wielder succeeds on an attack throw with an unmodified 20, the bolt erupts in a burst of flame upon striking its target, dealing an extra 1d8 🔥 damage and forcing the target to make a Blast saving throw. If the save fails, the target begins **burning**. Burning creatures suffer 1d8 🔥 damage at the start of their initiative each round until the flames go out; the flames are extinguished naturally after 1d4+1 rounds, or can be put out by spending one full round rolling on the ground or being immersed in water.

Crystal Spear

Base Cost 177,000gp: Spear +3 35,000gp; Permanent (1/turn) 6th level effect 150,000gp; 1/day *Disintegration* 6th level effect 30,000gp; 2 Permanent (turn/level) drawbacks 1st level effect -19,000gp each. Apparent Value 2,000gp, but obviously magical.

A clear, polished crystal sits atop this **spear +3**, its angled edges forming a sharp point; halfway down the steel shaft is a polished ring of blue-tinted metal. The crystal emits a faint white glow as bright as a candle, with a pulsating pale blue light visible within its core. An unearthly humming emanates from the weapon at all times; the bearer suffers a -1 penalty to surprise rolls and a -4 penalty on Listening proficiency throws, while any nearby enemies receive a +1 bonus on their surprise rolls and a +4 bonus on Listening throws to hear the wielder.

The spear absorbs lesser magical energies directed toward it. Spells or spell effects of 3rd level and below are halted in a sphere extending in a 5' radius from the spear, with the spear's humming increasing in pitch as the energy is taken in. The area of effect of any such spells will exclude the area around the sphere. Spells of 4th level and higher are not absorbed, and spells of any level can be freely cast out from within the spear's protected radius.

The blue-tinted ring can be twisted once per day to cause the crystal's blue light to burst forward as a brilliant cerulean ray that can **disintegrate** a single targeted creature or object within 90', as the spell *disintegration*. Unwilling targets resist the effect with a successful Death saving throw. Upon firing the ray, the crystal's blue light is extinguished until the ray can once more be activated.

Dwimmermaul

Base Cost 293,500gp: Mace +3/+5 70,000gp; Permanent (1/3 turns) *Striking* 3rd level effect 57,000gp; Permanent (1/turn) 6th level effect 150,000gp; 1/turn *Counterspell* 1st level attack effect 16,500gp. Apparent Value 13,000gp.

The head of this **mace +3, +5 versus spellcasters** is etched with arcane diagrams for dozens of forms of magic, each diagram disrupted at a critical juncture by a spike of impossibly hard metal jutting out from the orichalcum sphere that forms the mace's head. The **dwimmermaul** was carried by Empyrean crusaders during the great war against the sorcerer-kings of Zahar, and is made to fight against foul sorceries and those empowered by them. Each successful blow dealt with the mace deals an additional 1d6 ☥ damage, the mass of solid metal somehow even heavier on impact than when the swing begins. The mace's wielder is **immune** to spells of 3rd level or lower, regardless of source. Once per turn, by shouting "*essema valan*" ("Be truthful" in Classical Auran) while attacking with the mace, the wielder can attempt to extinguish a single ongoing spell or spell-like effect on the target. If the attack succeeds, the target is damaged and must make an Implements saving throw. If the save fails, the spell or effect is **dispelled**. If the target is affected by several ongoing spells or effects, select one at random. If the save succeeds, the spell or effect is not extinguished. Even if the attack misses or the save succeeds, the wielder cannot use the **dwimmermaul** to dispel another effect until 1 turn has elapsed.

Flail +1, Banetide

Base Cost 25,000gp: Flail +1 5,000gp; 1/day 4th level effect 20,000gp. Apparent Value 900gp.

The spiked points on the head of this **flail +1** are capped in silver. Once per day, by swinging the flail overhead and shouting "death to all…" followed by a type of creature, the wielder can activate the **banetide** that gives this weapon its name. When naming his enemy, the wielder can choose from animals, beastmen, constructs, dragons, giants, humanoids (excluding beastmen), incarnations, monstrosities (excluding dragons), oozes, plants, undead, vermin, or a subset of one of the previous creature types (such as dwarves). For instance, shouting "death to all dragons" will activate a banetide against dragons. When the banetide is activated, the flail and a number of additional weapons within 30' chosen by the wielder will begin gleaming with an otherworldly silver hue. A maximum of 2 small, medium, or large weapons, 4 tiny weapons, or 40 pieces of ranged weapon ammunition, or some combination thereof, can be affected in addition to the flail. The affected weapons become the equivalent of **magic weapons +2** against the chosen enemy for 6 turns, or gain an additional +1 bonus if they are already magical, in the same manner as the spell *bane-rune*.

Flail +1, Loathsome

Base Cost 17,000gp: Flail +1/+2 10,000gp; Permanent (1/hour) *Necromantic Potence* 2nd level effect 24,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -17,000gp. Apparent Value 655gp.

A blackened hand-print stains the handle of this **flail +1, +2 versus angels**. When the wielder grips the stained handle, he feels chthonic power coursing through his veins, as though otherworldly vigor were strengthening his own lifeblood. If no other creature has gripped the handle within the last hour, the wielder gains 9 temporary hit points, as the spell *necromantic potence*. These temporary hp are the first ones lost if he takes damage and cannot be restored by healing magic. Provided he continues to bear the flail, the wielder's temporary hit points regenerate each hour. Should the flail pass to another, his temporary hp fade after 1 hour; the new wielder will then gain the *necromantic potence* instead. The corrupt vitality leaves its mark upon the wielder. While he has 1 or more temporary hp he is treated as an inherently evil summoned creature for purposes of detection and protection spells and effects, and lawful divine casters may rebuke him as a wight (though chaotic divine casters may not command him as one).

Flail +2, Frightful

Base Cost 65,000gp: Flail +2 15,000gp; 1/3 turns 4th level effect 50,000gp. Apparent Value 1,000gp.

The head of this **flail +2** is cast as a screaming elven face, with spikes integrated as the elf's pointed nose, chin, and ears. Once per 3 turns, in lieu of cleaving after felling an enemy, the wielder can instead swing the bloody flail overhead and shout a battle cry. Each living creature of 9 or fewer HD within 60' of the wielder must immediately make a Paralysis saving throw. If the save succeeds, the flail has no effect on that creature. If the save fails, the creature becomes **frightened** for as long as the caster maintains stationary concentration (remaining in place, swinging the flail overhead, and loudly threatening them), until the affected creature leaves range of the caster, or until the effect is **dispelled**.

Flail +2, Wreaking

Base Cost 61,000gp: Flail +2/+3 25,000gp; 1/hour 2nd level effect 16,000gp; 1/day *Sunder Structure* 4th level effect 20,000gp. Apparent Value 655gp.

The head of this **flail +2, +3 versus constructs and automatons** has a simple silver circle around the equator of its orb and is affixed to a particularly stout oak haft. Such weapons are described in dwarven archives with great loathing, though no mention is made of their origins; it is unknown whether the Dwarvish commands which activate their powers were chosen in mockery by some racial enemy, or by some iconoclast from among their own people. Whatever their origin, these flails are capable of destroying not just automatons and constructs, but other creations cherished by dwarves as well.

Once per hour, if the wielder swings the flail against the ground or floor while speaking the Dwarvish command "*klintdrust*" ("shatter armaments"), the flail can sunder metal and wooden objects within a 60' long and 30' wide cone emanating from the point of impact. Objects large enough to have structural hit points are not affected. Unattended, non-magical objects are automatically sundered into hundreds of useless pieces. Magical objects, along with objects carried by creatures, have a chance to survive the effect.

Each unattended magic item in the area of effect must make a Death saving throw as a fighter of a level equal to its magic bonus. (Count staffs and wands as having a bonus equal to one-half their caster level.) Each creature carrying metal or wooden objects must make a Death saving throw for its objects, rolling separately for each magic item it possesses and adding any magic bonus to the respective saves. If the save succeeds, the respective item or items are not affected. If the save fails, the respective item or items are sundered into pieces. Creatures carrying sundered objects are not harmed by the **sundering blow**, other than being deprived of their possessions.

EXAMPLE: An orc war-chief has just used the **wreaking flail +2** to trigger a sundering blow against a number of objects within the 60' long and 30' wide cone. The first object is a **sword +2** lying on the ground, a few feet from the corpse of its prior wielder. The sword must make a Death save, rolling as a 2nd level fighter. Just past the corpse stands the dwarven vaultguard Bombor. As a creature, Bombor is not personally harmed by the sundering blow, but he is carrying a **battle axe +2**, a **shield +1**, a **coin of conscription**, and a number of other non-magical metal and wooden objects, all of which are at risk. Therefore, Bombor must make four Death saves – for the battle axe (at +2), for the shield (at +1), for the coin (at no bonus), and for all of his other non-magical metal and wooden objects (at no bonus). Bombor tragically fails all his saving throws and his items are destroyed. Behind Bombor, a large wooden door is framed by 12 masterwork battle axes, heirlooms of the grandmasters of the past, hanging on the wall. All of the axes are instantly sundered with no saving throw. The door, which has 1 shp, is unaffected.

The **wreaking flail +2** can also bring ruin to greater works of craft. Once per day, if the wielder swings the flail at a building or other structure while speaking the Dwarvish command "*bhuraddrust*" ("shatter fortress"), the flail can sunder the structure. If the wielder's attack throw against the structure's AC (typically 2 for wooden and 6 for stone structures) succeeds, the structure is instantly dealt 250 🌈 structural damage if stone (enough to destroy one story of a tower or a 30' length of wall) or 1,250 🌈 structural damage if wood, as the spell *sunder structure*. Multiple-story structures have a separate shp per story and each must be breached or destroyed separately, but destroying a lower story will destroy all upper stories. If the structure is destroyed, each creature on or in it suffers 5d6 🔨 damage, with a successful Blast saving throw preventing half the damage.

Glaive of the Blade-Goddess

Base Cost 130,000gp: Polearm +3 35,000gp; Permanent (1/3 turns) *Striking* 3rd level effect 57,000gp; 2 Permanent (turn/level) 1st level effects 19,000gp each. Apparent Value 1,500gp.

The bladedancer Aurëlyn Tarcalus wielded this renowned **polearm +3** at the Battle of the Fangs, when she held off the orc hordes that threatened to overwhelm the Auran right flank long enough for Malantavius to drive Thrax from the field. Its curved orichalcum blade mounted atop a tall oak pole deals an extra 1d6 ☥ damage per successful hit. The glaive can be swung and spun with amazing swiftness, seemingly without any loss of momentum; its wielder gains a +1 bonus to initiative, and she still deals impact damage on a charge or countercharge when making sweep attacks with the glaive.

Goblin-Spitter

Base Cost 195,000gp: Spear +3/+6 95,000gp; Permanent (turn/level) 4th level effect (unlimited cleaves) 76,000gp; 2 Permanent (1/hour) 1st level effects 12,000gp each. Apparent Value 1,200gp.

Forged during the Beastmen Wars, this legendary **spear +3, +6 versus beastmen** has a broad steel head. Its stout ash shaft is ringed with bands of engraved royal brass; each band depicts a dwarven warrior spearing two or three beastmen at once. The spear has a long and storied past, but no wielder is more famous than the vaultguard Dorvik, who used it to hold a tunnel against an entire goblin army for over three hours. His reinforcements were greeted by the sight of an 8' high wall of goblin corpses and a single very tired dwarf. Vaultguards employ a phalanx of spears against the ferocious charges of beastmen waves; Goblin-Spitter's wielder can stand against such an assault singlehandedly. When set against a charge, the spear deals two dice of impact damage (rather than the usual die). With a strong hand, its point need never stop moving: the bearer can cleave without any limit from his HD. The spear has earned a grim reputation among beastmen; many know it by sight as the "Poker", and the fear in their faces inspires courage in one's own soldiers. Whenever the wielder fights against beastmen, his henchmen and followers receive a +1 bonus to morale. On the battlefield, this bonus is applied to whichever unit the wielder is attached to. This bonus is lost if the bearer is slain, flees, or drops the spear.

Great Axe +1, Crippling

Base Cost 8,000gp: Battle axe +1 5,000gp; 3 charges 2nd level attack effect 3,000gp. Apparent Value 657gp.

The handle of this **great axe +1** is bleached white as bone. If its wielder speaks the axe's command word while making a melee attack throw with it against a living creature, the axe will expend a charge to deliver a potentially dismembering blow. On a successful attack throw, in addition to the weapons's damage the target suffers 1d6 ☠ and must make a Death saving throw. On a success the victim's suffering is limited to the damage, but on a failed save the blow also inflicts a mortal wound upon the victim. The victim must immediately roll on the Slashing Mortal Wounds table and suffer the result listed under Permanent Wounds Suffered. (The target does not suffer from the results listed in the Condition & Recovery column.) When rolling on the Slashing Mortal Wounds table due to this effect, the only modifiers that apply are the target's HD and CON modifier. A **crippling great axe** is found with 1d3 charges remaining and remains a **great axe +1** when they are depleted.

Great Axe +1, Lumbering

Base Cost 2,500gp: Great axe +1 5,000gp; Permanent (1/hour) drawback 1st level effect -12,000 to max half cost = -2,500gp. Apparent Value 660gp.

This **great axe +1** is hefty, its grip carved at its base with a pine tree. The axe seems to root itself in place whenever it spends even a moment's rest, causing its wielder to suffer a -1 penalty to all initiative rolls except when spellcasting.

Great Axe +1, Savage's

Base Cost 22,000gp: Great axe +1/+2 10,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 665gp.

This **great axe +1, +2 versus men** is of Zaharan make, the iron cap at its base formed in the shape of a head with the piggish snout of an orc, the hyena leer of a gnoll and the stockiness of a bugbear. Such axes were first made for Zahar's mercenary commanders to better control units of beastmen, as beastmen chieftains were deemed too stupid to lead and Zaharan officers were deemed too valuable to risk at the front of orc formations. The wielder gains a +1 bonus to his reaction rolls with intelligent Chaotic monsters, as the **ancient pacts** power, though he does not gain any improved ability to enchant such creatures with spells.

Great Axe +2, Giantslayer

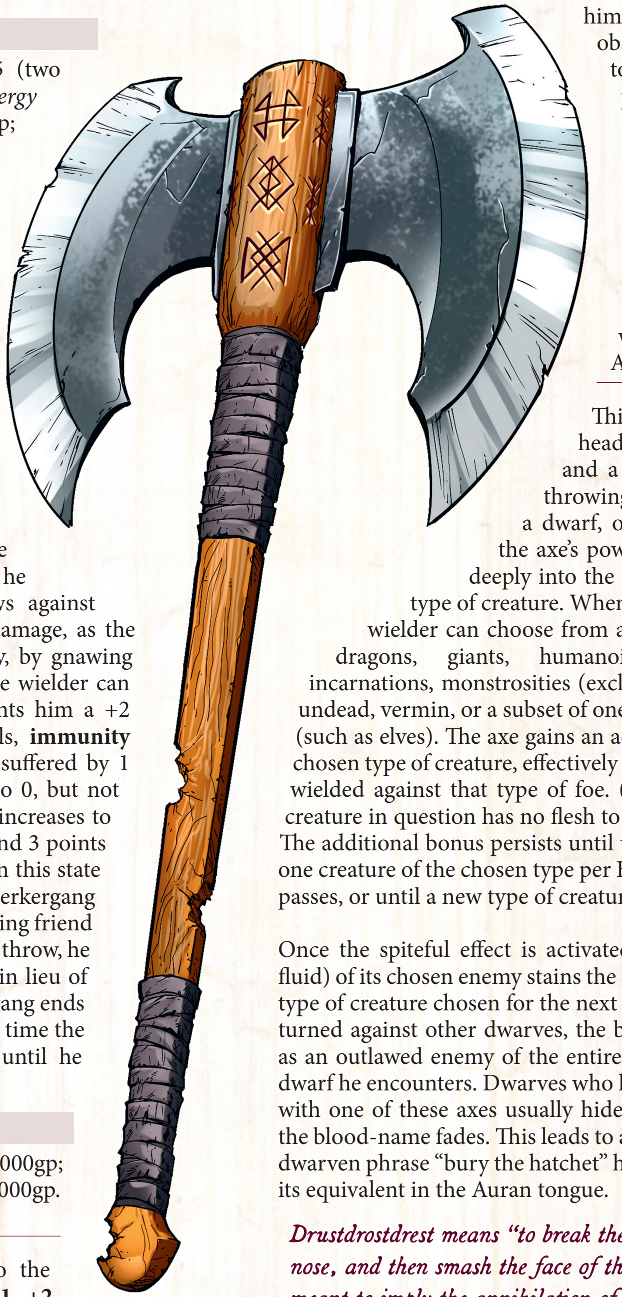
Base Cost 63,000gp: Great axe +2/+3 25,000gp; Permanent (1/3 turns) 2nd level effect 38,000gp. Apparent Value 660gp.

The shining silver heads of this double-bitted **great axe +2, +3 versus giants** are bound to a long and sturdy haft with cords cut from the hide of a dire wolf. The axe was forged to give mortal heroes the strength to stand against giants. The wielder becomes strong enough to cut through armor as thick as anvils, shatter bones the size of bodies, and even tear down doors the size of city gates, as if empowered by the spell *giant strength* – but versus giants only. Whenever a man-sized wielder uses the axe to attack a giant, he gains +2 to his attack throws and deals an additional d10 🗡 damage with every strike. Whenever he seeks to bash down a door in a giant's lair, or a door behind which giants are sheltering, he gains +8 bonus to his Dungeonbashing throw.

Great Axe of the North

Base Cost 154,500gp: Great axe +3/+5 (two types) 87,500gp; Permanent (1/hour) *Energy Invulnerability* 4th level effect 48,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 660gp.

This long-bearded **great axe +3, +5 versus dragons and giants** has a rune-carved head and a sturdy yew haft gouged with bite-marks. The hero Sigvhan carried the axe during his expeditions against Dagr, the frost giant king, north of the Jutting Mountains. The sagas recount that Sigvhan died of wounds received felling Dagr and was interred with the axe by his comrades in a great burial mound on the slopes of Mount Skarstind. The axe makes its bearer **immune** to mundane and extraordinary cold damage, and he automatically succeeds on saving throws against spells or special abilities that deal cold damage, as the spell *energy invulnerability*. Once per day, by gnawing on the haft of the axe for a full round, the wielder can enter a **greater berserkergang**. This grants him a +2 bonus to attack throws and damage rolls, **immunity** to fear, and decreases mundane damage suffered by 1 point per die. (Damage can be reduced to 0, but not less than 0, on each die.) This protection increases to 2 points per die if the wielder is 7th level and 3 points per die if he is 13th level. However, while in this state his tactics become limited (as the Berserkergang proficiency) and he has trouble distinguishing friend from foe; if he rolls a natural 1 on an attack throw, he automatically hits a nearby ally within 5' in lieu of his preferred target. The greater berserkergang ends only at the conclusion of combat, at which time the wielder becomes **fatigued** and **winded** until he rests for 1 turn.



Hand Axe +1, Undercutter

Base Cost 29,000gp: Hand axe +1/+2 10,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 654gp.

A number of copper studs are set into the handle of this polished steel **hand axe +1, +2 versus plants**. The wielder can lead an expedition through jungle at the speed others would move through forest (×2/3 multiplier) and through forest at the rate others would move through grassland (×1 multiplier), quickly clearing through any vegetation in his way. The bearer can provide this benefit to no more than 2 man-sized creatures per character level he possesses.

Hand Axe +2, Mountaineering

Base Cost 34,000gp: Hand axe +2 15,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 654gp.

The head of this **hand axe +2** is fashioned with a small flat hammer to the rear of its cutting edge and a hooked spike extending out the top. Its wielder gains the Mountaineering proficiency. Using the axe in conjunction with the other mountaineering gear (grappling hook, hammer, spikes, rope) allows him to climb, rappel, and traverse obstacles as a 7th level thief, and to lead a similarly-equipped party of up to 30 to do the same. (If the wielder already has the Mountaineering proficiency, he can lead a party of up to 60.)

Hand Axe +2, Spite

Base Cost 24,000gp: Hand axe +2 15,000gp; 1/week 3rd level effect 9,000gp. Apparent Value 654gp.

This **hand axe +2** has a steel head patterned with bloodstains and a 17" cherry haft balanced for throwing and melee. If the wielder is a dwarf, once per week he can activate the axe's power by commanding it to "bite deeply into the flesh of…" and then naming a type of creature. When naming the creature type, the wielder can choose from animals, beastmen, constructs, dragons, giants, humanoids (excluding beastmen), incarnations, monstrosities (excluding dragons), oozes, plants, undead, vermin, or a subset of one of the previous creature types (such as elves). The axe gains an additional +1 bonus against the chosen type of creature, effectively becoming a **hand axe +3** when wielded against that type of foe. (The effect applies even if the creature in question has no flesh to bite; it's a dwarven metaphor.) The additional bonus persists until the axe has been used to harm one creature of the chosen type per HD of the dwarf, until 1 month passes, or until a new type of creature is chosen.

Once the spiteful effect is activated, the blood (or other bodily fluid) of its chosen enemy stains the axe's head with the name of the type of creature chosen for the next month. Should the axe ever be turned against other dwarves, the blood-name marks the wielder as an outlawed enemy of the entire race, liable to be slain by any dwarf he encounters. Dwarves who have murdered one of their kin with one of these axes usually hide the weapon somewhere until the blood-name fades. This leads to a linguistic curiosity, where the dwarven phrase "bury the hatchet" has a far different meaning than its equivalent in the Auran tongue.

> *Drustdrostdrest means "to break the limbs, cut off the beard and nose, and then smash the face of the foe." Figuratively, it is meant to imply the annihilation of the enemy. When the enemy's attack has been halted and their numbers reduced, the dwarves take the offensive. In these attacks, they spare the lives of none. Whether warrior, shaman, breeder, or whelp, all beastmen are slain. Lord Norden put it thusly: "It is not enough to cut away the weeds. You must tear out the roots."*
>
> Sürcaneus of Cyfaraun, *The Cyclopedia of Dwarven Civilization*

Hurgon's Axe

Base Cost 110,500gp: Axe +3 35,000gp; 2 Permanent (turn/level) 1st level effects 19,000gp each; Permanent (1/day) 5th level esoteric effect 37,500gp. Apparent Value 1,000gp.

This fabled **battle axe +3** was borne by Hurgon, revered among dwarven furies as the first of their number. Bound by black cord to an oak handle, the double-sided bearded axe-head is gilded on all but its very cutting edge. Intricate glyphs are carved along the flat of the head; one with knowledge of dwarven furies can recognize the marks as identical to those found in flesh-runes. The wielder of **Hurgon's axe** is said to share in its original master's cursed fate, and indeed every single wielder has eventually found a gruesome end in battle – usually surrounded by mounds of enemy corpses. This has curiously appeared to make other such warriors all the more eager for the chance to wield it.

The axe's bearer laughs at blows that would trouble men or lesser dwarves. Any mundane damage he suffers is reduced by 1 point per die, which stacks with any other damage reduction the wielder has from flesh-runes or other similar abilities. The damage reduction is applied per die; damage can be reduced to 0, but not less than 0, on each die.

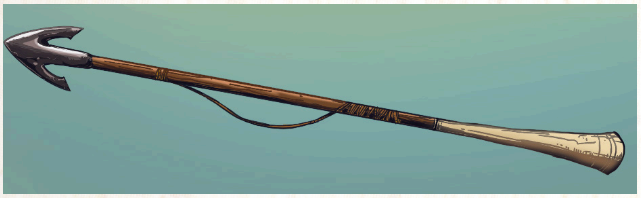
Hurgon's path of bloody vengeance ultimately ended in his own death, and the axe's power is magnified whenever its current wielder nears a similar fate. If the wielder is reduced to one-half his maximum hit points or fewer during an encounter, he immediately gains a +1 bonus to Armor Class, attack throws, proficiency throws, saving throws, and initiative rolls. The bonus lasts until the end of the encounter, 1 turn passes, or he is healed, whichever comes first.

Finally, **Hurgon's axe** gives its wielder the fortitude to refuse death, letting him fight on long enough to earn a truly glorious end. Upon reaching 0 hit points, the bearer may choose to remain in full fighting condition, functioning as if he has above zero hit points, and applying any further damage as negative hit points. He may continue fighting until he reaches a negative number of hit points equal or exceeding his Constitution score or stays conscious for a number of rounds equal to his level of experience, whichever comes first. Only then will he fall unconscious, mortally wounded. If the bearer fights on in this manner, he suffers a penalty of -1 per level to both Mortal Wounds and Tampering with Mortality rolls related to that injury.

Javelin +1, Harpooning

Base Cost 39,000gp: Javelin +1/+3 20,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 651gp.

This **javelin +1, +3 versus creatures gigantic-sized or larger** has a double-hooked head and a shaft made from a solid piece of ash fitted with a whalebone handle for throwing. A long braided cord is attached 2' from its tip and wound down its length. Whenever the wielder attempts to perform a Clamber special maneuver, his target's Paralysis saving throw against the maneuver suffers a -2 penalty in addition to the penalty for its size. If the creature attempts to unseat the clambering wielder, the wielder gains a +2 bonus to his Paralysis saving throw to not fall off.



Javelin +1, Piercing

Base Cost 6,500gp: Javelin +1 5,000gp, consume for 1/3 chance of expending item = 3 charges 2nd level attack effect 3,000/2 = 1,500gp. Apparent Value 651gp.

This **javelin +1** is fashioned in the Syrnasan style, with a sharply tapered bronze head and a narrow shaft, well-balanced for throwing. The first javelin of this type was made in honor of Labrico the Piercer, who famously captured a Celdorean galley by skewering its captain to the mast with a forceful throw at the outset of combat.

If the wielder calls out Labrico's name while throwing the javelin, the weapon will gain the force of the Piercer's renowned throwing arm behind it. If the javelin hits its target, the target must make an Implements saving throw. If the save succeeds, the target only suffers the normal weapon damage; if the save fails, the target is additionally knocked back 5' and impaled by the spear. It must then immediately roll on the Piercing Mortal Wounds table and suffer the result listed under Permanent Wounds Suffered; it suffers a -5 penalty to the d20 result for the mortal wound if it is knocked back into a solid object such as a wall, mast, door, or so on. The effect will not trigger if the javelin travels farther than long range before striking its target. After each such piercing throw is attempted, there is a 2-in-6 chance that the weapon's enchantment is extinguished, leaving only a nonmagical javelin behind.

Javelin +1, Python

Base Cost 5,750gp: Javelin +1 5,000gp, consume for single charge 3rd level effect 1,500/2 = 750gp. Apparent Value 651gp.

The ebony shaft of this **javelin +1** is mottled with irregular patches of brown and dark orange paint. If its command word is hissed as the javelin is thrown, it will strike the ground at an unoccupied location of the thrower's choice within 120' as a **python snake** (see ***ACKS II Monstrous Manual*** p. 286). The snake is hostile to all around it. The snake will attack the nearest creature, constricting and biting until it or the victim is dead, then move to the next available target. After being slain or **banished**, or after 6 turns have passed it will disappear, leaving behind nothing more than bites and the broken bodies of its victims.

Javelin +1, Thunderbolt

Base Cost 5,750gp: Javelin +1 5,000, consume for single charge *Thunderbolt* 3rd level effect 1,500/2 = 750gp. Apparent Value 651gp.

The haft of this **javelin +1** is inlaid with thin gold set at jagged angles along its length. Speaking the word "strike" in Common and hurling the javelin will cause it to burst from the thrower's hand as a bolt of lightning with a thunderous roar. The lightning deals 5d6 ⚡ damage to everything in a 5' wide path, and will travel until it reaches a javelin's maximum range of 120' unless stopped by a barrier it cannot blast through, as the spell *thunderbolt*. Creatures in its path which succeed on a Blast saving throw take half damage, but those who fail are also **deafened** until they succeed on a saving throw at the end of their initiative each round. In the wake of its lightning, the javelin is reduced to nothing more than scattered flecks of gold and ash.

Javelin +3, Hurling

Base Cost 93,000gp: Javelin +3 35,000gp; 1/turn *Battering Ram* 2nd level effect 33,000gp; Permanent (1/turn) 1st level effect (returning to hand) 25,000gp. Apparent Value 651gp.

This **javelin +3** has a weighted pyramidal head of iron set atop a cedar shaft, fastened to a leather throwing strap. Once per turn, if the wielder speaks its command word and hurls the weapon at a wood or stone target larger than a man (such as a door, wall, or vessel) within the javelin's 120' thrown range, it will unerringly smash into the target with immense force, as the spell *battering ram*. It will deal 1d4 ◠ structural damage to a stone target or 1d4×5 to a wooden one (sufficient to knock down an oak door, break off a parapet, etc.) and blast shards of stone or splinters of wood from the target in a 5' radius. Each creature in the area of effect must make a Blast saving throw. If the save fails, the creature suffers 3d6 ➶ damage, or half that if the save succeeds. The weapon returns itself to its wielder's hand without fail whenever thrown, regardless of whether it hits, misses, or uses its *battering ram*.

Lance +1, Skyfall

Base Cost 36,000gp: Lance +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 655gp.

This white **lance +1** has a red tip with a stout striking head. First designed for Becetus the Skyrider, tribune of the aerophacts under Audarius XI Ulkyreus, **skyfall lances** were meant to aid aerial cavalry champions in sending enemy riders hurtling from their mounts, while avoiding the same fate themselves. The wielder becomes a proficient rider, as the Riding proficiency. When the wielder uses the lance to make a Knock Down special maneuver against a mounted target, his penalty for attempting the knock down is reduced by 2 (from -4 to -2), while the target suffers a -2 penalty to its Paralysis saving throw to resist the maneuver, as per the Combat Trickery (knock down) proficiency. If the wielder is already proficient in Combat Trickery (knock down), his penalty is reduced by 3 (from -4 to -1) and the target suffers a -3 penalty to its saving throw.

Lance +2, Soaring Steeds

Base Cost 45,000gp: Lance +2 15,000gp; 1/day *Call of the Aerophract Steeds* 6th level effect 30,000gp. Apparent Value 1,500gp.

This **lance +2** has a haft of white ash and a broad head engraved with a pattern of great feathered wings so detailed and encompassing that only a third of the underlying steel is unmarked. Once per day, by speaking the lance's command word while raising it to the sky for 1 turn, the wielder can call 22 **pegasi** (see ***ACKS II Monstrous Manual*** p. 255), as the spell *call of the aerophract steeds*. The pegasi will arrive in 1d10 hours, or faster if the Judge determines there is a pegasi herd nearby. If the wielder is unreachable upon their arrival (such as deep in a dungeon), the pegasi will wait nearby. The pegasi will understand the wielder's speech and will serve as his loyal friends and companions, acting as if they were the wielder's henchmen for 1 day before departing (unless slain, **dispelled**, or the wielder activates the lance's power again when they are about to leave the next day). They can be handled as mounts, war mounts, or work beasts as if trained in that role. The pegasi do not arrive with saddle and tack, nor does the lance grant the wielder or his allies the Riding proficiency, so unproficient characters who ride them into battle do so at their own risk. The pegasi will not answer the wielder's call if he has malicious intentions for them, such as to capture or kill them.

Long Bow +1, Arrowstorm

Base Cost 16,000gp: Composite bow +1/+2 10,000gp; 3/day not more than 1/hour (periodic with cooldown) 1st level effect 6,000gp. Apparent Value 800gp.

This **long bow +1, +2 versus dwarves, gnomes & halflings** is a relic of the Bitter War, the flowing Elven script painted along its length translating to extended curses and invective against the dwarves and their kin. Elven texts describe the use of these bows by Argollëan rangers to defend their forests against dwarven aggression during centuries of skirmishes, each allowing an archer to strike the enemy with a sudden flurry of arrows before fading into the brush to strike again later that day. Thrice per day (but not more than once per hour), by uttering the bow's command phrase, its wielder can activate the weapon's power. On the following round, his hands will draw and loose arrows with great alacrity, allowing him to make two additional attacks. The effect lasts for but 1 round and does not stack with other effects that grant additional attacks.

Long Bow +2, Distance

Base Cost 53,000gp: Long bow +2 15,000gp; Permanent (1/3 turn) 2nd level effect 38,000gp. Apparent Value 680gp.

The grip of this elven **long bow +2** has been carved with a depiction of a hawk's stern eyes and fierce beak. When the wielder nocks an arrow, his focus sharpens and his vision intensifies. He sees distant targets with the clarity of a bird of prey, as though they were magnified eightfold, and his hands steady to effectively send his arrows on a smoothly volleyed flight. He suffers no attack throw penalty from range for attacks made with the bow at medium range, and only a -1 penalty for those made at long range.

Long Bow +2, Solar

Base Cost 70,500gp: Long bow +2 15,000gp; Permanent (1/day) 1st level esoteric effect 7,500gp; 1/hour *Arrows of the Sun* 6th level effect 48,000gp. Apparent Value 920gp.

The polished wood of this **long bow +2** is colored a warm red-brown which shines lustrously in sunlight, with gold leaf bands radiating outward from its black leather grip. Arrows nocked on its bowstring ignite with magical flame, dealing both 🔥 and ➶ damage. Once every 6 turns, if its wielder nocks an arrow and speaks a command phrase in lieu of shooting, the nocked arrow, as well as the arrows of up to 220 allied archers within 120', will be set aflame in kind, as the spell *arrows of the sun*. Each flaming arrow deals an extra 1d6 🔥 damage on a successful attack. If a flaming arrow is not shot by the end of its archer's next initiative, its flame harmlessly goes out, returning the arrow to an ordinary weapon.

Mace +1, Life's Touch

Base Cost 11,000gp: Mace +1 5,000gp; 12 charges *Cure Light Injury* 1st level attack effect 6,000gp. Apparent Value 655gp.

This **mace +1** has a pair of mother-of-pearl ovals inlaid in the metal shaft just below its head. A tool of the righteous, the mace can be used to heal the innocent and noble or smite the unholy and undead. By touching the mace to a living creature while uttering a prayer to Mityara, Mother of Mercy, he can expend one charge to heal the creature of 1d6+1 damage or cure its **paralysis**, as the spell *cure light injury*. By attacking an undead creature while uttering a prayer to Ammonar, Lord of Law and Light, he can expend one charge to deal an additional 1d6+1 ☥ damage to his target if the attack succeeds. (The charge is expended even if the attack fails.) A **life's touch mace** is found with 2d6 charges remaining and remains a **mace +1** when they are depleted.

Mace +1, Salient Sun

Base Cost 5,000gp: Mace +1/+2 10,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half = -5,000gp. Apparent Value 655gp.

This **mace +1, +2 versus undead** bears Ammonar's winged sun on its gleaming silvered head. Undead can detect the presence of the mace and its wielder within 60', its holy power alerting them and drawing their ire even if the bearer is **invisible**, **inaudible**, or on the other side of a wall.

Mace +1, Visceral

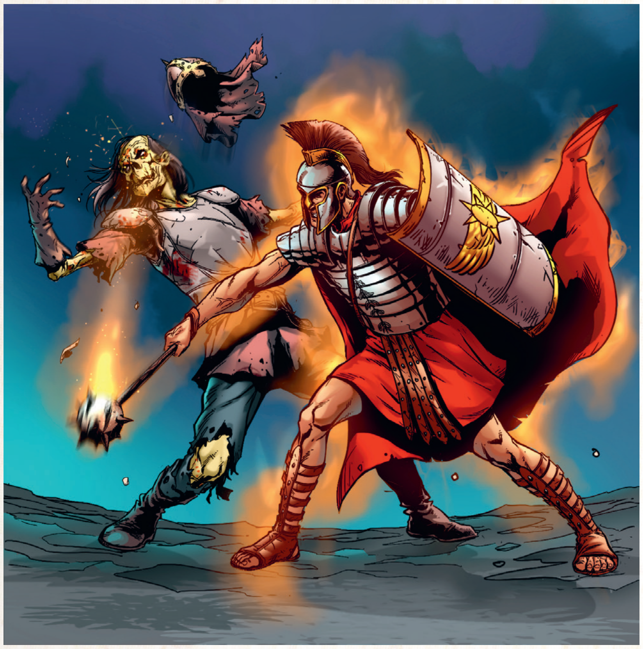
Base Cost 9,000gp: Mace +1 5,000gp; 8 charges 1st level attack effect 4,000gp. Apparent Value 655gp.

The shaft of this red-tinted steel **mace +1** is adorned at its base with a bloodstone, the gem's dark green speckled with dots of red. By speaking the mace's command word while making a melee attack against a living creature, the wielder can expend a charge to deliver a visceral blow. If the wielder's attack succeeds, the target must make a Death saving throw. If the save succeeds, the target suffers only the normal damage from the hit, but if the save fails, the blow also ruptures the victim's innards, causing it to begin **vomiting** blood. The vomiting creature cannot take any actions or speak, but can still defend itself. At the start of its initiative, the creature suffers 1d12 💀 damage from its gory retching, then makes another Death saving throw. If the save succeeds, the vomiting ends; if it fails, the victim continues vomiting until the effect is **dispelled**, it successfully saves, or it dies. A **visceral mace** is found with 2d4 charges remaining and remains a **mace +1** when they are depleted.

Mace +2, Phoenix Fire

Base Cost 63,000gp: Mace +2 15,000gp; 1/hour *Phoenix Aura* 6th level effect 48,000gp. Apparent Value 700gp.

This **mace +2** has an ashy-grey spiked head atop a haft of red-lacquered oak capped by rose gold at the base. Once per hour, when its wielder speaks its command word, the mace will surround him with a 5' radius aura of elemental fire, as the spell *phoenix aura*. The wielder is not harmed by the aura's flames, but each creature that begins its initiative in the aura or enters the aura on its initiative suffers 1d6 points of 🔥 damage. On his initiative, as a full-round action, the wielder can amplify the aura into an explosion that affects all creatures within 10', excluding himself. Each affected creature must make a Blast saving throw, suffering 4d6 🔥 damage plus an additional 1d6 🔥 damage per round left in the effect's duration if the save fails, or half damage if it succeeds. The aura lasts for 11 rounds or until the wielder triggers the explosion, whichever comes first.



Maul of the Earth's Heart

Base Cost 157,000gp: Morning star +3 35,000gp; At-Will (concentration) *Earth's Tremor* 4th level effect 100,000gp; Permanent (1/hour) 4th level effect (petrification immunity) 48,000gp; Permanent (1/hour) 1st level effect (AC bonus) 12,000gp; 2 Permanent (turn/level) drawbacks 1st level effect -19,000gp each. Apparent Value 2,000gp.

Forged as a great dwarven maul, the head of this **morning star +3** appears to be a great translucent stone heart with one end flattened and the other drawn out into a blade. The head is gripped by a shaft of darkened steel, with gold inlays in the steel that appear like cracks in the earth. Forged by the famous craftpriest Makuist Grimm for the dwarven hero Stinti Makor, the maul disappeared with its wielder on a subterranean expedition. The bearer is imbued with the essence of the earth, hardening his skin to grant him a +2 bonus to AC, and making him **immune** to petrification, such as from the gaze of a gorgon or the *petrification* spell. The weight of the earth pulls at the bearer's every step; he suffers 2 extra stone of encumbrance (3 stone total), must rest for 2 turns after every 6 turns of activity or become **winded**, cannot force march, and his wilderness movement rate is reduced by one third.

The heart of the maul beats irregularly, but it hastens its beating when properly connected to the earth. On soil, sand, silt, clay, or uncut, unworked rock, the bearer can bring the head of the weapon to the ground and hold it steady to produce a violent spasm of the ground as the spell *earth's tremor*. If the head is lowered straight to the ground, the tremor affects everything but the wielder in a 50' radius. If the head is swung into the ground, the tremor created is a flat cone emanating in the direction swung, 150' long and 100' wide. The tremor continues as long as the wielder holds the heart in proper alignment with the earth, which requires his full concentration. Creatures in the area of the tremor must make a Blast saving throw every round. Those that fail the saving throw are knocked down and suffer 1d6 ◠ damage; those that succeed retain their footing and suffer no damage. Creatures gain a +4 bonus to the saving throw per size category larger than man-sized. Buildings in the area of effect suffer 1 structural hp of ◠ damage per round per 10' square area. The tremor is halted by deep water (5' or more).

Morning Star +1, Mourning

Base Cost 15,000gp: Morning star +1 5,000gp; 1/day *Speak with Dead* 3rd level esoteric effect 15,000gp; 1/day drawback 1st level effect -5,000gp. Apparent Value 660gp.

This **morning star +1** has a head of mirror-bright steel, cold to the touch, inlaid with black iron in the shape of a silent human visage, eyes closed, mouth neither smiling nor frowning. When the weapon is swung, the air carries a faint moan, as if it resents disturbing the stillness of death. Once per day, the wielder can invoke the **mourning star**'s dread power by holding its mirrored head before a sapient corpse or skeleton and aligning its skull or face within the black iron mask. The wielder can then question the dead creature as the spell *speak with dead*. The answers given are always so heavy with grief, regret, and mournfulness that the wielder is left **shaken** for 1 day, suffering a -1 penalty to attack throws, Armor Class, morale rolls, and saving throws versus fear.

Morning Star +2, Gatecrasher

Base Cost 92,000gp: Morning star +2 15,000gp; Permanent (1/3 turns) *Striking* 3rd level effect 57,000gp; Permanent (turn/level) 1st level effect 19,000gp; 1/day 4th level effect 20,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 1,500gp.

This **morning star +2** is a great dwarven maul, its head a bronze-wrapped steel cylinder with royal brass through its center and inscribed with "Azen Druston" ("for Azen Drust" in Dwarvish). It was first forged by the dwarven craftpriest Zarant Ironguard from the ruined pneumatic piston of his grandfather's storied dwarven automaton, a machine which turned the tide at the Siege of Azen Drust by smashing through massive siege fortifications to allow reinforcements to arrive. The weapon's striking head rams into its target on impact to deliver extra pneumatic force, dealing an extra 1d6 ☥ damage with each hit and granting its wielder a +4 bonus on throws to open doors or perform similar acts of brute strength with it, as the Dungeonbashing Expertise proficiency. The wielder cannot cleave with the maul, as the shifted balance from its extra inertia requires a moment's recovery after each swing. If the wielder shouts "Azen Druston" and swings the maul into an inanimate object, steam issues from the head with a shrill scream to deliver a gatecrashing blow. The blow deals 1d4 ◠ structural hit points of damage, sufficient to shatter a wooden door, smash a parapet, etc. Splintering wood or stone deals 5d6 ➶ damage to any creatures within 10' on the other side of the struck object. Affected creatures are permitted a Blast saving throw for half damage. This **gatecrashing blow** can be used once each day; it cannot be targeted at the floor or ground, or directly against creatures.

Morning Star +2, Toppling

Base Cost 68,000gp: Morning star +2 15,000gp; Permanent (1/3 turns) 2nd level effect 38,000gp; 1/day *Growth* 3rd level effect 15,000gp. Apparent Value 660gp.

The head of this **morning star +2** is worked to appear as a hundred clenched metal fists. Its wielder can **topple** smaller creatures with every blow. A creature struck by the morning star who is a smaller size category than the wielder must make a Paralysis saving throw. If it succeeds it only takes damage from the hit, but if it fails it is also knocked **prone** and the wielder is allowed to cleave. The weapon's toppling blows cannot be used in conjunction with a special maneuver, but if the wielder has the Combat Trickery (knock down) proficiency, or already has the ability to topple smaller-sized creatures, his targets receive a -2 penalty to the saving throw. Once per day, a man-sized humanoid wielder can strike the morning star thrice against the ground to double in size for 12 turns, as the spell *growth*. While **enlarged** he gains a +2 bonus to melee attack throws, an additional die of damage with his physical melee and thrown attacks, a +8 bonus to Dungeonbashing proficiency throws, and greater carrying ability. Additionally, being large size lets him employ the morning star's toppling blows against man-sized creatures or smaller.

Morning Star +3, Ferocity

Base Cost 83,000gp: Morning star +3 35,000gp; 1/hour 6th level effect 48,000gp. Apparent Value 1,500gp.

The head of this blacksteel **morning star +3** is shaped like a skull with vicious spikes protruding from its crown, while its tip ends in a cruel spike. Once per hour, upon felling a foe, in lieu of cleaving the wielder can shout "to the death!" in Ancient Zaharan to gain the benefits of a **potion of supreme valiance**. For 1 turn, he becomes **immune** to fear effects, receives a +2 bonus to all attack throws, damage rolls, and saving throws, and gains 2d8 temporary hit points. During this turn the wielder is compelled to only attack his foes directly without retreat, as if he were **berserk**. Hit points gained from the weapon are temporary and are lost first on injury, unable to be healed.

Net +1, Webbing

Base Cost 7,000gp: Net +1 5,000gp, consume for 1/4 chance of expending item = 4 charges *Webbing* 2nd level esoteric effect 4,000/2 = 2,000gp. Apparent Value 651gp.

The strands of this shiny white **net +1** alternate in texture, with half smooth as silk and the other half slightly sticky. If the wielder speaks the net's command word while throwing it at a point within short range (10'), the net transforms into a cube of *webbing* 10' to a side, as the spell. The *webbing* lasts for 8 hours (48 turns) unless burned, disintegrated, or **dispelled** sooner. The net can usually be recovered afterward, but there is a 25% chance it is irreparably reduced to useless gossamer strands. If the *webbing* is ever subjected to a *disintegration* spell or effect, the net is automatically irrecoverable.

Net +3, Spell-Shackling

Base Cost 83,000gp: Net +3 35,000gp; Permanent (1/hour) 4th level effect 48,000gp. Apparent Value 3,000gp.

This silvered **net +3** is made of fine slim chains, each link etched with a rune against sorcery; woven and layered together these wards enforce a total prohibition on magic. If the wielder catches a creature or object in the net with a successful Wrestling maneuver, any ongoing spell or spell-like effect on the **wrestled** target is subjected to a *dispel magic* spell at 7th caster level each round. Summoned creatures caught within the net are themselves subject to the **dispel** effect, while permanent effects or effects which cannot be **dispelled** are unaffected. Spells and spell-like effects cannot pass through the net when it is pulled tight around a target, limiting the ability of other spellcasters to free the target. This final trait of the net was famously exploited by the dwarven adventurer Denor Talnaren Domekh, who ensconced himself in the mesh and gently rolled right through a *wall of annihilation* to stymie pursuing foes. That he immediately succumbed to the 1,000' foot drop on the far side of the magical barrier does not diminish the glory of his tale.

Polearm +1, Mesmerizing

Base Cost 9,000gp: Polearm +1 5,000gp; 8 charges 1st level effect 4,000gp. Apparent Value 657gp.

This **polearm +1** has a pair of mother-of-pearl ovals inlaid in the base of its head, and a slim flexible pole brightly painted with a multitude of dots. When the wielder rapidly twirls the polearm about its center in a spinning motion, it expends a charge and produces a captivating display of color and light sweeping outwards from the wielder in a cone 60' long and 30' wide at its terminus. Each living creature with 4 HD or fewer in the cone that beholds the polearm must make a Paralysis saving throw; those who fail are **mesmerized**. A mesmerized creature cannot attack, cast spells, move, speak, or take any other action (although it can still defend itself). The polearm's effect lasts as long as the wielder remains in the same location and facing and maintains his concentration on spinning the weapon, or until it is **dispelled**. A **mesmerizing polearm** is found with 1d8 charges and remains a **polearm +1** when they are depleted.

Polearm +2, Reaching

Base Cost 17,000gp: Polearm +2 15,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (turn/level) drawback 1st level effect -19,000 to max half cost = -17,000gp. Apparent Value 657gp.

This **polearm +2** is constructed from flexible cornel wood and fitted with a bronze head and large butt-spike in the Nicean style. Particularly prized by bladedancers and other lightly-armored combatants, the polearm will automatically extend or contract based on the grip position of its wielder, so that its length remains suited to the wielder's position on the battlefield. It can shorten to 5' for frontline use or lengthen up to 21' to strike from within a deep phalanx. As a result, a second- or third-rank combatant armed with a **reaching polearm** can attack targets as if the wielder were occupying the space of the figure to his front. However, the shaft becomes increasingly fragile as it extends. When attacking from the first rank, the weapon breaks its shaft on an attack throw of a natural 1; from the second rank, on a 1-2; and from the third rank, on a 1-3.

Polearm +2, Thrassian

Base Cost 49,000gp: Polearm +2/+3 25,000gp; Permanent (1/hour) 2nd level effect 24,000gp. Apparent Value 657gp.

The head of this **polearm +2, +3 versus elves, fairies, and nymphs** takes the form of a trident, while its bronze butt-spike is sculpted in the shape of a Thrassian's claw. Tridents of this kind were forged within the realms of those cruel reptilians in preparation for an unrealized invasion of Northern Argollë and Rorn. The weapon allows its wielder – whether cold-blooded or otherwise – to ignore the effects of frigid temperatures, as per the spell *protection from temperature.*

Polearm +3, Impacting

Base Cost 54,000gp: Polearm +3 35,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 657gp.

A red tassel trails behind the steel head of this **polearm +3**, while its oak haft has an unusually straight grain of wood. When **charging**, or when set against a charge, the polearm deals two additional dice of impact damage on a successful attack, rather just one. Such a straightforwardly effective weapon has found use repeatedly throughout the ages, but perhaps its most famous wielder was the adventurer Mordigan, sworn foe of the mad sorcerer Vermeren. In the aftermath of the mage's disappearance, Mordigan hunted down the original mated pair of skittering maws. She slew the male with a single valiant charge and narrowly escaped death as her companions felled its mate. Unfortunately for the world, the monstrosities' spawn had already hatched and dispersed across the land.

Scourge of Law

Base Cost 180,000gp: Flail +3 35,000gp; Permanent (1/3 turns) 4th level effect 76,000gp; At-Will (concentration) 2nd level esoteric effect 50,000gp; Permanent (1/3 turns) *Discern Evil* 1st level effect 19,000gp. Apparent Value 655gp.

This infamous weapon was enchanted in the waning years of Zahar as a tool to detect and destroy practitioners of the heretical Empyrean faith. The rune-carved **flail +3**'s segmented hepatizon composition gives it a dark purplish copper patina. While the scourge is in hand the wielder sees a fiery red aura marking any creature within 45' with hostile intentions towards him. If the scourge is wrapped around the neck of a **helpless** creature, the wielder can read the creature's thoughts by concentrating, as the spell *telepathy*. Each time the scourge is used to slay a Lawful creature in combat, the weapon's damage bonus is temporarily increased by +1, up to a maximum damage bonus equal to the wielder's HD. The damage bonus is lost when the combat ends or after 1 turn elapses, whichever comes first.

Shining Spear

Base Cost 120,500gp: Spear +3/+4 (2 types)/+5 77,500gp; 3/day not more than 1/hour (periodic with cooldown) *Angelic Aura* 4th level effect 24,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 3,000gp.

This storied **spear +3, +4 versus undead, +5 versus demons** is crafted of ancient dawn redwood, tipped with a leaf-shaped spearhead of bright orichalcum, and counterbalanced by an orichalcum butt-spike. The spear makes its wielder **immune** to fear while held. Three times per day (but not more than once per hour), by striking the butt-spike on the ground while reciting prayers to the Empyrean gods, the wielder can produce a glowing *angelic aura* in a 15' radius around himself, as the spell. When the aura is created, and on the wielder's initiative each round thereafter, the aura can damage up to 7 target undead creatures within its area of effect. Undead creatures with the fewest HD must be targeted first; when one or more creatures with the same number of HD are eligible targets, the wielder can choose which are affected. Each targeted undead creature must make a Death saving throw; on a successful save it avoids damage, but on a failed save it suffers 5d8 ☥ damage. The aura's effects continue until **dispelled** or 7 rounds elapse.

Short Bow +1, Adept

Base Cost 17,000gp: Short bow +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 653gp.

This **short bow +1** bears the seal of a noble Shebatean house, with a golden pin securing the green silk handle-wrappings. Most Shebatean noble lines, however aimless and corrupt they may have become, trace their origin to an exemplar of martial skill and valor. Even those that grow soft in a life of luxury are expected to maintain respectable proficiency in the use of a weapon, typically one traditional to the family. A good number of the scions of such houses simply bribe "witnesses" to speak of their skill, or have a body double perform impressive feats; the richest layabouts commission the creation of weapons such as this. Any person may wield this weapon proficiently, regardless of class, training, or strictures.

Short Bow +1, Hunting

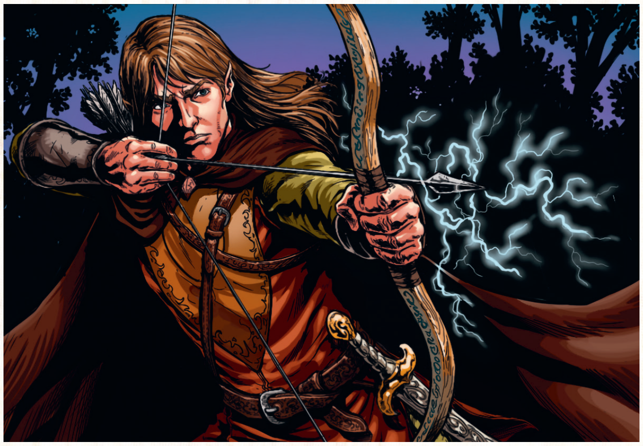
Base Cost 22,000gp: Short bow +1/+2 10,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 800gp.

This finely crafted **short bow +1, +2 versus animals** is strung with the gut of a great boar and has a noble crest precisely carved above its grip. Enchanted to aid in the pursuit of game, its wielder gains a +4 bonus to Hunting proficiency throws.

Short Bow +2, Elemental

Base Cost 24,375gp: Short bow +2 15,000gp; 1/day choice of 4 1st level esoteric effects = 1.875th level esoteric attack effect 9,375gp. Apparent Value 653gp.

This elegant **short bow +2** is carved from wood grown in sacred groves and painted with elaborate elven script calling down doom upon the four elements: air shall grow still, fire run out of fuel, earth be swept away, water boil to mist. **Elemental bows** were crafted by the elves of Northern Argollë in the distant past, at a time when the elemental spheres left their fixed paths and disrupted the cycles and seasons of Cybele. Since not even the wisest sages could predict which element might need to be banished or conjured on any given day, the bows were made to call upon all of the elements.



Once per day, when attacking with the bow, the wielder can speak the name of one element in Classical Argollëan (*áer*, *talam*, *tene*, or *uisce*) to summon its power. Should the attack succeed, he will deal an additional 1d6 damage, and all damage the bow deals that round will be considered to be both ➶ and either ⚡, ◠, 🔥, or ❄, as appropriate to the element named, air, earth, fire, or water.

Sling +1, Corsair's

Base Cost 21,500gp: Choice of Sling 5,000/2 = 2,500gp or permanent (turn/level) 1st level effect 19,000gp. Apparent Value 652gp.

The pouch of this black leather **sling +1** is embroidered with a half-lidded eye in silver thread, its pupil dark red; such slings are favored by corsairs for use in boarding actions. Tying the sling around one's head, pouch as eye patch, grants its wearer Night Vision as the monster ability. The wearer can see by full moonlight as if it were daylight, by half moonlight as if it were full moonlight, and by starlight as if it were half moonlight. When indoors, the wearer can see twice the usual distance afforded by a given light source, though he cannot see in total darkness. Fastening or unfastening the sling over one's eye requires an action in lieu of attacking.

Sling +1, Fortunate

Base Cost 24,000gp: Sling +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 652gp.

This black leather **sling +1** has the seven-spoked wheel of Calefa embroidered onto its pocket in silver thread. With the blessings of the Lady of Fortune, the sling's wielder can benefit from lucky shots. Whenever a damage die from this weapon rolls its maximum result, add another die of a size larger to the damage, repeating this process if that die rolls its maximum. As a **sling +1** the weapon deals 1d4+1 damage; if maximum damage is rolled a 1d6 is added, if maximum damage is rolled again then 1d8 is added, followed by 1d10, 1d12, and 1d20; rolling an unmodified 20 on a d20 results in an additional d20 of damage.

Sling +1, Holy

Base Cost 10,000gp: Sling +1 5,000gp; 1/day *Holy Circle* 1st level effect 5,000gp. Apparent Value 652gp.

The pouch of this **sling +1** is made of flawless white leather cut from the hide of a unicorn that died of old age. Once per day it can be twirled overhead to create a *holy circle* with a radius of 10' centered on the wielder, as the spell. The *holy circle* blocks enchanted creatures from entering its area and prevents them from using their natural weapons to attack creatures within it. However, the *holy circle*'s barrier expires if the wielder or any protected creature makes an attack against, casts a spell on, or tries to force the barrier against a blocked creature. The *holy circle* does not block evil creatures from entering its area, but provides some defense against them. All creatures within its radius gain a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The *holy circle* persists for as long as the wielder remains stationary and maintains concentration on swinging the sling overhead.

Sling +2, Girding

Base Cost 26,500gp: Choice of Sling +2 15,000gp/2=7,500gp or permanent (turn/level) 1st level effect 19,000gp. Apparent Value 652gp.

The cords of this **sling +2** are woven of braided wool, while its pocket is cut from off-white leather. When not in use, the sling can be worn as a belt to gird the lower part of a tunic and allow better mobility in labor or combat. When the sling is worn in this manner, the wearer gains resolve as solid as the stones it throws. He becomes **immune** to all natural and magical fear effects. Tying on the sling as a belt or removing the worn sling for use as a weapon each require an action in lieu of attacking. (Trouser-wearing barbarians can still benefit from wearing the **girding sling** as a belt despite lacking the heroic countenance of a tunic-clad hero with girded loins.)

Sling +2, Strangling

Base Cost 40,000gp: Sling +2 15,000gp; At-Will (concentration) *Choking Grip* 1st level effect 25,000gp. Apparent Value 652gp.

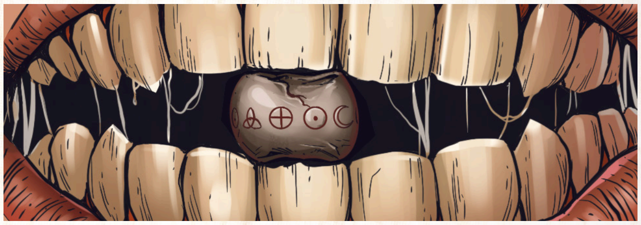
This **sling +2** is made of dyed black leather. If the wielder speaks the command word "embrace!" and flings the sling near a living target within 45', the sling will attempt to slither up the target's body and wrap tightly around its neck. The target must make a Death saving throw. If the save succeeds, the sling is repulsed and slithers back to the wielder's hand. If the save fails, the sling reaches the target's neck. The target immediately suffers 1d6 ☠ damage and begins **choking**, as the spell *choking grip*. While choking, the target is unable to take any actions or speak (although it can still defend itself) until the condition ends.

When the wielder's next initiative number comes up, if the wielder maintains concentration on the sling, then the choking target must make another Death saving throw. If the save succeeds, the effect ends. If the save fails, the target suffers another 1d6 ☠ damage and continues choking. The effect continues until the target is **dispelled**, the wielder stops concentrating, or the target makes a successful save. When the effect finally ends, the sling immediately slithers back to its wielder's hand.

Sling Bullet +1, Relief

Base Cost 300gp: Sling bullet +1 250gp, consume for single charge cantrip effect 100/2 = 50gp. Apparent Value 32.5gp

This small silver **sling bullet +1** has a slight reddish tint. If a bullet is placed between a creature's molars, crushed, and then swallowed, the creature immediately recovers 1 hp. Any given creature can only benefit from biting one such bullet per day. Bullets of this kind are typically found in a bag of 1d10.



Sling Bullet +1, Whalloping

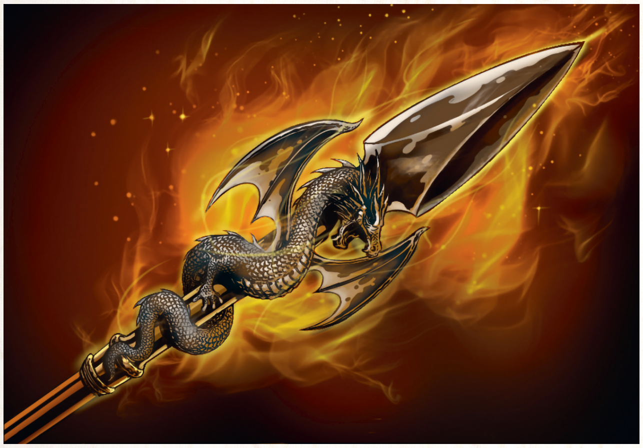
Base Cost 750gp: Sling bullet +1 250gp; Single charge 1st level attack effect 500gp. Apparent Value 32.5gp

This lead **sling bullet +1** is cast with a clenched fist on one side. They carry magic that can topple even the mightiest of creatures. To activate the bullet's effect, the slinger must speak its command word (typically "wham," "git 'em" or the like) as he makes an attack throw with the bullet against a target creature. If the slinger's attack succeeds, in addition to the damage the target is knocked **prone** with no saving throw permitted. Whether the bullet strikes its target or not, this power can be activated only once, its blasting magic expended in vain should the attack miss or the bullet fly beyond the range of a sling (240'). **Whalloping sling bullets** are typically found 1d3 at a time.

Spear +1, Righteous Hand

Base Cost 23,000gp: Spear +1 5,000gp; Permanent (1/hour) *Illumination* 1st level esoteric effect 12,000gp; 1/week *Sunflare* 2nd level effect 6,000gp. Apparent Value 653gp.

The head of this **spear +1** depicts a silver dragon coiled about its base; the weapon's metal and wood gleam while in sunlight. A spear of this kind was famously used by the paladin Masud of Opelenea, and such spears continued to gain acclaim at the hands of righteous heroes even after his fall. Upon command, the spear glows with the color of a blazing afternoon sun, producing light as bright as a torch until commanded to dim, as the spell *illumination*. Once per week, while standing in direct sunlight, the wielder can call down a column of sunfire 40' tall and 20' in diameter upon a location within 180', as the spell *sunflare*. Creatures within the blast suffer 3d6 ☥ 🔥 damage, or 6d6 ☥ 🔥 if they are undead, with a successful Blast saving throw reducing damage by half.



Spear +1, Headlong

Base Cost 2,500gp: Spear +1 5,000gp; Permanent (1/hour) drawback 1st level effect -12,000 to max half cost = -2,500gp. Apparent Value 653gp.

This bronze-headed **spear +1** has a deceptive shifting balance that can impact its wielder's own stability if he does not have steady footing. It can be used normally in combat, but only while the wielder is moving at his combat speed or slower; when charging or running with the spear, the wielder incurs an additional -2 penalty to his AC as the spear forces him recklessly off-balance.

Spear +1, Summit's Skewer

Base Cost 6,250gp: Spear +1 5,000gp; Single charge choice of 2nd level attack effect or recharge 1st level effect = effective 2.5th level effect 1,250gp. Apparent Value 750gp, but obviously magical when charged.

This **spear +1** has a fulgurite tip set on a shaft made of charred wood. When the spear is charged, the tip will occasionally glow from an internal spark. If the wielder utters the command word "fly" while hurling the charged spear at a target, electricity will ripple over the weapon in midair. If the attack misses, the electricity is discharged harmlessly. If the attack hits, the target will be dealt an additional 3d6 ⚡ damage and a 60' long, 5' wide bolt of lightning will erupt out the other side of the target in the direction of the spear's travel. The lightning bolt deals 3d6 ⚡ damage to each creature in its path, or half that if the creature succeeds on a Blast saving throw.

The wielder can recharge the spear by carrying it into a thunderstorm and waving it in the air until lightning strikes him. Each turn the wielder spends gesticulating at the heavens, there is a 1-in-6 chance lightning strikes; the chance is raised to 2-in-6 if the wielder climbs atop a hill, tower, tree, or other elevated place. A typical lightning strike deals 8d6 ⚡ damage to the wielder, or half that damage if he succeeds on a Blast save. However, 1-in-6 lightning bolts will be larger "superbolts" that deal an additional 1d6 dice of damage (e.g. 9d6 to 14d6 total). A wielder that is **immune** to electrical damage will never be struck by lightning, while an unattended spear left out in a storm might be struck by lightning, but will not be recharged. The spear has a 1-in-2 chance to contain a charge when found.

Spear +1, Vigilant

Base Cost 24,000gp: Spear +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 653gp.

This **spear +1** has an oaken shaft with a green tassel attached behind the head. Anyone carrying the spear smells hints of camphor, myrrh, and white pepper. The aroma grows more noticeable and more invigorating the more exhausted the wielder becomes, granting him Wakefulness proficiency. With the spear kept in hand or across his lap, the wielder can rest open-eyed, keeping vigil throughout the night without penalty. If the wielder is ever subjected to magical sleep, the odor fills his nostrils entirely and renders him **immune**. The **vigilant spear**'s odor is not noticeable to creatures that aren't carrying it.

Spear +2, Forking

Base Cost 26,000gp: Spear +2 15,000gp; 2/day not more than 1/hour (periodic with cooldown) 2nd level esoteric effect 11,000gp. Apparent Value 653gp.

This **spear +2** is a two-pronged bronze bident with jagged branching lines painted in bright blue along its oaken haft. Twice per day (but not more than once per hour), when faced with a choice of 2 or more directions of travel (left and right, retreat or advance, etc.), the wielder may ask the weapon to indicate which path is likeliest to lead to safety, to glory, to riches, or some other goal. The Judge will secretly make a magic research throw on behalf of the wielder, with a penalty of -4 for each option considered beyond the second. A natural roll of at least 7 always succeeds. If the throw succeeds, the bident swivels to indicate the desirable path (indicating one at random if multiple are equally fitting); if it fails it indicates a random wrong path. The bident can only indicate results based on what would happen in the next 2 turns; if the wielder were attempting to escape from a labyrinth, for example, the bident would only reveal the true path on a successful throw if he could find his way out within 2 turns at his expected speed (or at least reach a known location and make what he would recognize as tangible progress).

Spear +2, Nightbringer

Base Cost 39,000gp: Spear +2 15,000gp; 1/hour 3rd level effect 24,000gp. Apparent Value 800gp.

This **spear +2** is forged of purplish hepatizon and has a wickedly barbed head. It is beloved of assassins and thieves. Once per hour, when the wielder utters its command word, the spear can magically extinguish most light sources within 30'. Candles, lanterns, torches, and other non-magical light sources are automatically extinguished. Each *Illumination* spell within this radius is **dispelled** if the wielder succeeds on an attack throw against the spell, treating it as a creature with an armor class equal to the difference in caster level between the creator of the spell or effect and the spear's caster level of 5. The spear has no ability to dispel a *continual illumination* spell, nor does it block any light that shines on its wielder from farther away.

Spear +2, Serpent's Tongue

Base Cost 27,000gp: Spear +2 15,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 750gp.

This silver-and-steel **spear +2** is a two-pronged bident with its points shaped like the tongue of a silver viper. The wielder can sense the world as the serpent does, tasting scents in the air. This acute olfaction gives him a +1 bonus to surprise so long as conditions are not rainy or opponents have not approached from upwind (Judge's discretion).

Spear +2, Submersion

Base Cost 47,500gp: Spear +2/+3 25,000gp; Permanent (1/day) *Water Breathing* 3rd level effect 22,500gp. Apparent Value 653gp.

This **spear +2** is a trident, with a mother-of-pearl inlay along its shaft patterned after the scales of a sea serpent. When the wielder is completely underwater the trident's power swells, functioning as a **spear +3**. The wielder can breathe underwater as the spell water breathing; if separated from the spear, the *water breathing* effect continues for 1 round before he begins to risk **drowning**.

Spear +2, Wolf-Fang

Base Cost 34,000gp: Spear +2/+3 25,000gp; 3/day not more than 1/hour (periodic with cooldown) choice of 2 1st level effects = effective 1.5th level effect 9,000gp. Apparent Value 653gp.

This ashen **spear +2, +3 versus animals** is topped by a flat leaf-shaped spearhead of silver and capped by a bronze knob fastened in the shape of a howling wolf. Thrice per day (but not more than once per hour), if the wielder smears a drop of his own blood over the spear, he will feel a gnawing in his belly, and gain his choice of either a hungry wolf's hunting senses or a starving wolf's heedless ferocity, as the Tracking or Berserkergang proficiency, with either one lasting for one hour (6 turns). The spear's power cannot be activated again until one hour elapses.

Spear +3, Glacial

Base Cost 65,250gp: Spear +3 35,000gp; 2/day not more than 1/hour (periodic with cooldown) choice of *Wall of Frost* 4th level effect or *Ice Sheet* 3rd level effect = effective 5.5th level effect 30,250gp. Apparent Value 653gp, but obviously magical.

This **spear +3** is chill to the touch, with a narrow head of blue-tinted steel set atop a haft of white ash. Twice per day (but not more than once per hour) the speartip can be plunged into the ground to create a *wall of frost*, or thrust into water to create an *ice sheet*, as the respective spells. A **glacial spear** was notably used by the Skysostani war chief Buğra to allow his nomad cavalry to "flee" across a river in a feigned retreat, only to cross back upstream at a ford a mere hour later to smash into the enemy army's flank at the Battle of the Three Hills.

Warhammer +1, Faith's Shield

Base Cost 10,000gp: Warhammer +1/+2. Apparent Value 655gp.

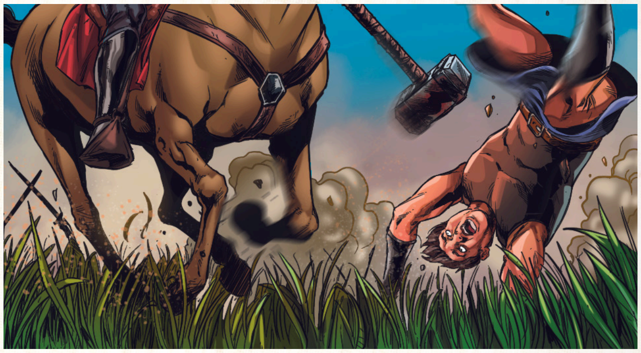
This **warhammer +1** is marked on its pommel with the winged sun of Ammonar. The Lightbringer's weapon rewards all efforts to protect Law favorably; while in a holy place it functions as a **warhammer +2**. Holy places include pinnacles of good, as well as any cloisters, churches, temples, or other structures that serve as strongholds for 9th level or higher Lawful divine casters.

Warhammer +1, Runtcrusher

Base Cost 46,000gp: Warhammer +1/+2 10,000gp; Permanent (1/hour) 3rd level effect 36,000gp. Apparent Value 655gp.

This **warhammer +1** functions as a **warhammer +2** when wielded against humanoids of small size, such as kobolds, halflings, goblins, pixies, sprites and similar pests. The long-hafted **runtcrusher** is designed to be used while mounted and grants its wielder's steed a **trample** attack that can be used in lieu of its ordinary attack routine to deal 1d3 🔨 per HD of the mount. The mount gains a +4 bonus to its attack throw when attempting to trample a creature of small size or smaller. If the trample attack succeeds against such a creature, the creature must make a size-adjusted Paralysis saving throw. If the save fails, the creature takes damage, then is forced aside 10', landing **prone**. The mount can cleave after a successful trample attack that forces aside a creature.

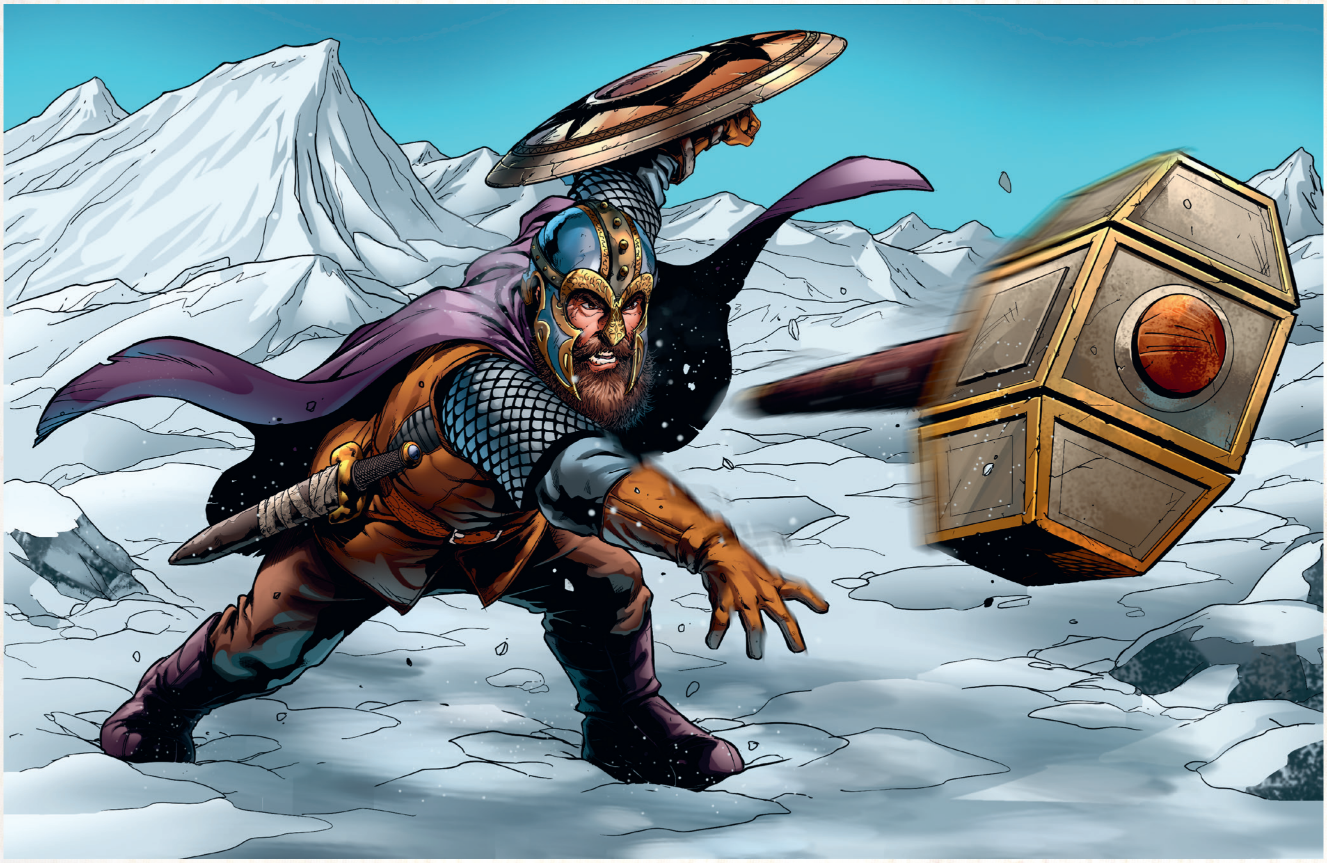
This cruel weapon was first crafted by Alexos the Nicean for the Celdorean prince Jatar, and was unveiled at his grand *tyzkanion* tournament. On the tournament's final day, the prince replaced the mallet-balls with bound halfling prisoners, few of whom survived the event. Unfortunately, the prince's innovation failed to develop a lasting following.



Warhammer +1, Weakening

Base Cost 1,500gp: Single charge *Bestow Curse* 3rd level effect. Apparent Value 655gp.

This **cursed warhammer +1** has light gilding on its handle. The first strike with the weapon may be the only effective one its wielder ever makes. When the weapon is first swung in combat, the wielder must make a Death saving throw. If he succeeds he feels only a momentary ache, but if he fails his STR is reduced by half until the curse is **lifted**. A weapon of this kind only triggers once; whether the saving throw is successful or not it is thereafter non-magical.



Warhammer +2, Dwarven Hurler

Base Cost 136,000gp: Warhammer +3 35,000gp; Permanent (1/3 turns) 4th level effect (variable damage bonus when thrown) 76,000gp; Permanent (1/turn) 1st level effect (returning to hand) 25,000gp. Apparent Value 655gp.

Famously used in the Jutting Mountains to cave in both the helm and skull of a frost giant chieftain at 30 paces, this **warhammer +2** is made from king's steel, with an octagonal head and a grip made of polar bear leather. When wielded by a dwarf, the hammer gains an additional **+1** bonus (becoming a **warhammer +3**) and can be hurled twice as far for each range bracket. When hurled, it deals an extra 1d6 ☥ damage, or 2d6 against giant humanoids. It unerringly returns to the dwarf's hand after being thrown.

Warhammer of Türas

Base Cost 129,000gp: Warhammer +3 35,000gp; Permanent (turn/level) 1st level effect 19,000gp; 1/3 turns 6th level effect 75,000gp. Apparent Value 1,200gp.

The grip of this **warhammer +3** is engraved with a fierce mastiff, holy animal of Türas, god of martial virtue and justice. The hammer was created by the templar Basilio to strike fear in the wicked and unjust. The wielder gains a +1 bonus on reaction rolls when implicitly or explicitly threatening violence, as the Intimidation proficiency. (If he already has the Intimidation proficiency, he gains an additional +1 bonus.)

Once per 3 turns, after felling an opponent, the wielder may, in lieu of cleaving, brandish the hammer above his head and threaten to bring equal justice upon his remaining foes. The hammer will raise his voice to a booming roar as loud as a *fireball*, the sound making wicked creatures tremble. Evil creatures in earshot (90' in normal environments) may **falter** for the next 3 turns, suffering a -2 penalty to attack, proficiency, and saving throws. Evil creatures with fewer than 2 HD are automatically affected. Evil creatures with 2 HD or more are affected unless they succeed on an Implements saving throw. Evil creatures include hostile creatures of an alignment other than the wielder's own, and inherently evil creatures such as undead, or incarnations or enchanted creatures of Chaotic alignment. The hammer's power will affect incarnations and undead even if they are ordinarily **immune** to enchantment effects.

Weapon -1, Hallucination

Base Cost 3,000gp: 1/week 1st level effect. Apparent Value as weapon imitated.

This **cursed weapon -1** seems to be a different kind of magical weapon, determined at the time of creation (either by the Judge's choice or by random roll). The physical appearance of the weapon will be typical for the item it appears to be. For instance, a **weapon of hallucination (crossbow +1, dragon's breath)** will have a flared bronze tube below its fore-end, a **weapon of hallucination (spear +2, wolf-fang)** will have flat silvered head and a bronze howling wolf, and so on.

The first person to wield the weapon each week will be afflicted with a powerful hallucination – a dynamic, multisensory illusion that allows no saving throw to disbelieve it unless the wielder has the Illusion Resistance proficiency. Once affected, the wielder will thereafter believe he is seeing, hearing, and feeling the effects the weapon "should" have. This hallucination is so compelling that the wielder cannot be convinced otherwise; any attempt to dissuade him of his delusion will be met with endless confabulations, argumentative rebuttals, irrational excuses, and annoying refusals to listen. The delusion persists indefinitely even if the weapon is put down, until **dispelled** or **lifted**. The weapon itself cannot have its curse removed and will delude whoever first wields it again the following week.

In addition to causing its wielder to hallucinate, the weapon imposes a -1 penalty to attack throws and damage rolls on attacks made with it. However, the penalty is non-magical; the weapon is simply not as well-made as an ordinary weapon of its type. This deficiency is concealed from a wielder deluded by the weapon's hallucination, but will be apparent to any wielders who are not deluded (such as wielders with the Illusion Resistance proficiency who disbelieved the illusion, or wielders who were the second or third to wield it in a week).

Whip +1, Manticore

Base Cost 15,000gp: Whip +1 5,000gp; 1/day 2nd level effect 10,000gp. Apparent Value 655gp.

The lash of this **whip +1** is made from a severed manticore tail, with two of the small barbed spikes adorning its tip. By cracking the whip while uttering the command word, the wielder can hurl the whip's spikes at one or more targets within 270', selected by the wielder at the instant of cracking the whip. The whip's spikes can both be launched at one target or each can be launched at a different target, as desired; roll a separate attack throw for each. Each spike deals 1d6 ➶ damage on a successful throw. The whip's spikes slowly regrow once thrown, becoming available again for use 1 day after they were expended.

Whip +1, Tyrant's

Base Cost 12,000gp: Whip +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (turn/level) 1st level drawback -19,000gp to max half cost = -12,000gp. Apparent Value 655gp.

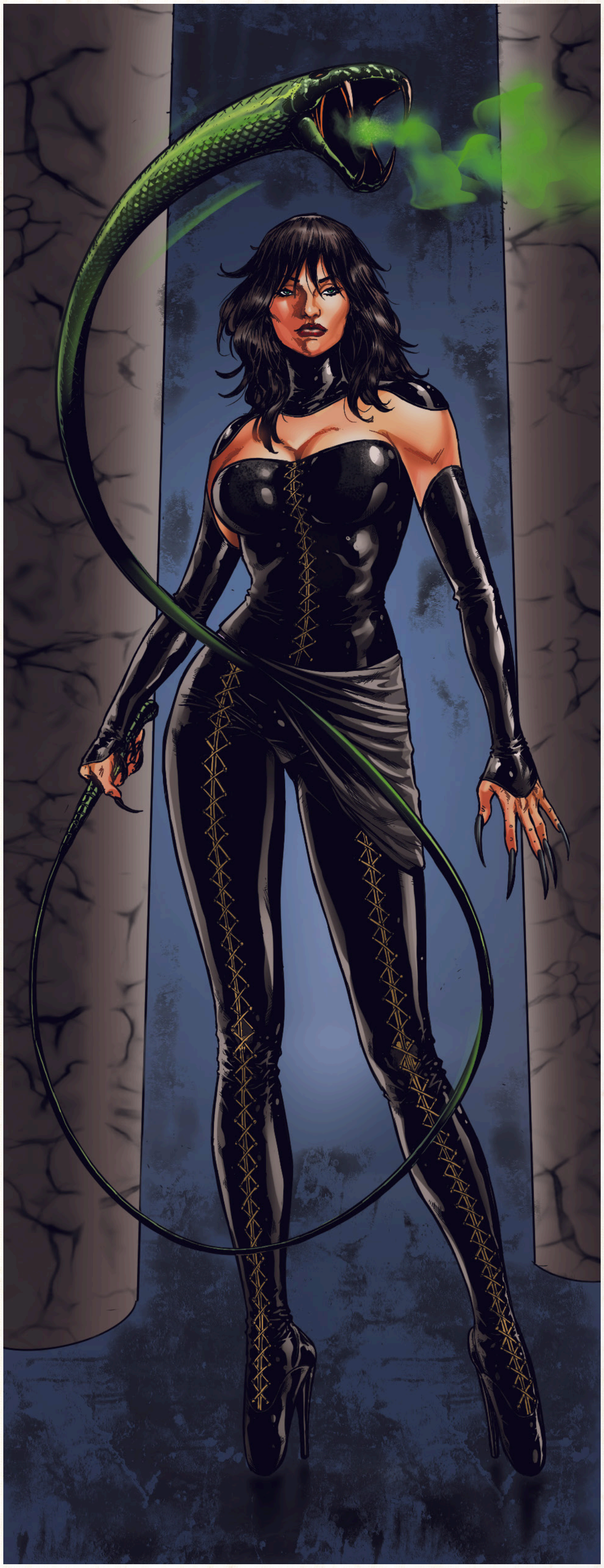
This corded black **whip +1** is a cruel weapon with a tip stained crimson darker than blood. A favored scourge among the scaly tyrants who ruled the ancient Thrassian empire, its lash inflicts memorable pain. Troops that have been inspected by a commander bearing the whip (per ***ACKS II RR*** p. 352) gain a temporary +4 bonus to their morale score during battles they fight within the next day, as they would rather die than face the whip again. The troops also suffer a permanent -1 penalty to their loyalty score thereafter, as their fear turns to hate over time. The whip can be used as often as desired, but the loyalty penalty is cumulative if the whip is used repeatedly on the same troops. Some scholars believe that overreliance on **tyrant's whips** was the proximate cause of the Zaharan uprising that toppled the Thrassian empire.

Whip +3, Snakebite

Base Cost 76,500gp: Whip +3 35,000gp; At-Will (concentration) 1st level attack effect 25,000gp; 1/turn 1st level effect 16,500gp. Apparent Value 655gp.

The lash of this **whip +3** is wrapped with sickly green snakeskin and tipped with viciously sharp metal fangs. The **snakebite whip** is as capricious and deadly as a serpent. Any time the wielder succeeds on an attack throw against a living target with an unmodified 20, the whip's fangs inject venom into the target; the target must make a Death saving throw. If the save succeeds, he only suffers the whip's normal damage, but if the save fails, he will die of poison in 1 turn.

Once per turn, by speaking the command word while cracking the whip in the direction of a target creature within 15', the wielder can flick venom at the creature's eyes. The target must succeed on a Blast saving throw or be instantly **blinded**. The target can make an additional saving throw at the end of its initiative each round, with the condition ending once the save succeeds.



ARMORS

Magical armor ranges from suits of thick plate armor to light animal hides. Magical shields can be sturdy bulwarks, slender bucklers, or anything in between. Magical armor and shields typically have a permanent bonus applied to the user's AC; this bonus may rise against certain foes or in certain circumstances, and the armor or shield may have additional powers. Magical armor and shields weigh 1 less stone, to a minimum of 1/6 stone, when worn or wielded. Unless otherwise specified, an armor's bonus and abilities only function for a character proficient in the use of the armor or shield in question. The apparent value of any magic armor or shield is 650gp plus the base cost of the armor or shield unless detailed otherwise, equivalent to the value of a masterwork set of armor or shield.

Any time a spell cast from armor or shield triggers a Spells saving throw, the target makes an Implements saving throw instead. Paralysis, Death, or Blast saving throws are not replaced by Implements saving throws, however.

Armor -1, Hallucination

Base Cost 3,000gp: 1/week 1st level effect. Apparent Value as armor imitated.

This **cursed armor -1** seems to be a different kind of magical armor, determined at the time of creation (either by the Judge's choice or by random roll). The physical appearance of the armor will be typical for the item it appears to be. For instance, **armor of hallucination (chain mail armor +3, miasmic)** will be gilded on its underside, **armor of hallucination (leather armor +1, eelskin)** will glisten in black, and so on.

The first person to don the armor each week will be afflicted with a powerful hallucination – a dynamic, multisensory illusion that allows no saving throw to disbelieve it unless the wearer has the Illusion Resistance proficiency. Once affected, the wearer will thereafter believe he is seeing, hearing, and feeling the effects the armor "should" have. This hallucination is so compelling that the wearer cannot be convinced otherwise; any attempt to dissuade him of his delusion will be met with endless confabulations, argumentative rebuttals, irrational excuses, and annoying refusals to listen. The delusion persists indefinitely even if the armor is taken off, until **dispelled** or **lifted**. The armor itself cannot have its curse removed and will delude whoever first wears it again the following week.

In addition to causing its wearer to hallucinate, the armor imposes a -1 penalty to AC. However, the penalty is non-magical; the armor is simply not as well-made as ordinary armor of its type. This deficiency is concealed from a wearer deluded by the armor's hallucination, but will be apparent to any wearers who are not deluded (such as wearers with the Illusion Resistance proficiency who disbelieved the illusion, or wearers who were the second or third to don the armor in a week).

Armor +1, Crushing

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 650gp plus base cost of armor type.

This **cursed armor +1** can be of any kind, as determined by the Judge using the Armor Type table on p. 52. As with most magic armor, it appears to be of masterwork quality. A careful examination of the armor concluded by a successful Searching throw will reveal a mark on its interior – perhaps a hammer embossed in leather, a patch of discoloured chain mail in the form of a serpent, or an engraved boulder, but always related to crushing or bludgeoning.

When donned, **crushing armor** functions like ordinary magical armor, granting +1 to AC and reducing its encumbrance by 1 st. However, the first time its wearer suffers 1 or more damage from a melee attack, the armor suddenly begins to tighten around his body. At the start of his next initiative, and each initiative thereafter, the wearer must make a Death saving throw. If the save fails, he suffers 5d6 🔨 damage as the armor crushes him in its grip. If the save succeeds, he suffers half that damage as the armor bends and breaks. The effect continues until the save succeeds, the wearer dies, or the armor is destroyed, **dispelled**, **lifted**, or removed by other means. The armor's curse only works once, and the armor cannot be worn or used thereafter due to its frayed, torn, bent, and otherwise misshapen structure.

Even if the armor's wearer avoids taking any damage, he can accidentally trigger its curse when he attempts to remove the armor. The Judge will secretly make a Paralysis saving throw on behalf of the wearer each time he removes the armor. If the save succeeds, he safely removes the armor, blissfully ignorant of the crushing doom he has avoided. If the save fails, removing the armor triggers its curse and the squeeze begins.

Armor of Final Orders

Base Cost 417,000gp: Plate armor +1 5,000gp; 1/4 chance of expending partial item = 4 charges 8th level ritual effect 400,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 3,500gp.

The platinum breastplate of this **plate armor +1** depicts a pair of fleshless hands reaching from the sides to tear open the chest, a coating of blood-red lacquer showing their apparent grisly progress. Its wearer gains a +2 bonus on reaction rolls when encountering undead creatures. By gesturing at a location within 360' and commanding "free yourself of flesh" in Thrassian, the wearer can unleash a great and terrible ritual effect: Each living creature within a 60' diameter and 10' tall zone centered on the target point must make a Death saving throw; those that fail are instantly slain as their bones rip themselves free of their body and animate as undead **skeletons**, as per the spell *fillet and serve* (but with many more targets…). The newly-created skeletons each have Hit Dice equal to the slain creatures' Baseline HD, and mindlessly obey the wearer's verbal orders.

The armor was created for battlefield use. The huge area of effect allows it to instantly slay and raise a company of 120 troops as skeletons; a single saving throw should be made for an entire unit when the effect is used in mass combat. Each time the armor's ritual power is activated, it has a 1-in-4 chance of the enchantment becoming forever exhausted afterwards. The armor still grants its +1 bonus to AC and +2 bonus on reaction rolls with undead after it loses its ritual power.

Armor of Immaculate Purity

Base Cost 231,000gp: Plate armor +3 35,000gp; Permanent (1/turn) *Death Ward* 4th level effect 100,000gp; Permanent (1/hour) *Physical Invulnerability* 4th level effect 48,000gp; Permanent (1/hour) 4th level effect 48,000gp. Apparent Value 3,500gp.

This opulent **plate armor +3** is inlaid with a circulatory system of platinum tracings leading to and from a flawless diamond heart centered in the breast-plate. Created for the second son of Grand Patriarch Peristo, the armor wards its wearer from the foul tricks of Chaos that slew his firstborn. A wearer who is Lawful or acting directly in the service of a Lawful cause becomes **immune** to all **death** and **curse** spells and effects, as the spell *death ward*; additionally, the armor grants him immunity to all forms of **disease** and **poison**, both magical and mundane.

Armor of Invulnerability

Base Cost 611,000gp: Scale armor +3 35,000gp, 6 Permanent (1/hour) *Energy Invulnerability* 4th level effects 48,000gp each, 6 Permanent (1/hour) *Physical Invulnerability* 4th level effects 48,000gp each. Apparent Value 680gp.

According to Thalosides' *Mythos*, the mighty hero Ilarion once encountered a petty tyrant who had stumbled upon ancient power: a suit of armor that rendered its wearer immune to harm by any means. Lacking both heroic virtue and noble blood, the tyrant used this gift to brazenly command a territory greater than that of several rightful kings. Lacking wisdom as well, the tyrant denied Ilarion guest-rights and heaped insults upon him — then haughtily accepted the hero's wrathful challenge. Spear, sword, and stone were all turned aside by the ancient armor, whereupon Ilarion seized his foe and clasped him fast as he strode into the sea. The hero's great frame rose a full head taller than the tyrant's, and Ilarion simply held him beneath the waves until his struggles ceased.

This **scale armor +3** is made of burnished bronze, with inscriptions in a script so old as to be indecipherable to the wisest sages of Aurëpos. If the *Mythos* is true, the armor makes its wearer **immune** to all damage, as if permanently protected by the spells *energy invulnerability* and *physical invulnerability* against all damage types.

While Thalosides is deeply respected by the Tower of Knowledge, there exists considerable debate as to the veracity of his account. Some insist no such armor could exist, its powers too complex and too many for even the greatest craftsman. Others use these same facts as evidence for the armor, or at the least its design, having originated from the hands of gods – or even suggest it came from some great civilization existing before the Day Without Night. Whatever its true power, the armor has not been seen by a reputable source since the days of Ilarion, when it dragged the tyrant's lifeless body down to the depths of the sea.

Armor of the First Vaultlord

Base Cost 130,000gp: Plate armor +3 35,000gp; Permanent (1/3 turns) 4th level effect (critical hit immunity) 76,000gp; Permanent (turn/level) 1st level effect (damage reduction) 19,000gp. Apparent Value 3,000gp.

The peerless dwarven smith Korten Khador created many wondrous works in his life. One of his first masterpieces was a flawlessly crafted set of armor worn by the vault lords of Azen Khador and passed down through generations of successors. The ultimate fate of the armor is unknown, but dwarven tradition holds that it rests in the royal tomb of its final wearer. The great work is a set of **plate armor +3**, made to suffer a million blows without defeat and receiving a blow during its creation in anticipation of each of those million, leaving it with a hammered pattern. The armor lacks even a single gap in its protection; said to have been struck so many times that no new blow can surprise it, the wearer is **immune** to all bonus damage and effects normally triggered upon an attack throw with an unmodified die roll of 20, such as from the Weapon Focus proficiency, the vicious decapitating bites of certain dragons and cacodemons, or the **vorpal sword**. Additionally, the grandmaster smith's million successive blows left the armor so hard that new strikes find little purchase, granting its wearer partial invulnerability to harm. Any mundane damage the wearer suffers is reduced by 1 point per die; damage can be reduced to 0, but not less than 0, on each die.

Armor of the Invincible Conqueror

Base Cost 130,000gp: Plate armor +3 35,000gp; Permanent (1/3 turns) *Deflect Ordinary Weapons* 5th level effect 95,000gp. Apparent Value 2,500gp.

According to legend, the hero Valerian Bellësareus wore this armor during his duel with his brother, the ruinguard Acherib Suhgurim, at the height of the Empyrean War. Crafted of gleaming orichalcum, the suit of archaic **plate armor +3** deflects all attacks directed at its wearer which deal mundane damage, causing them to automatically miss. A deflected attack with an area of effect (such as from a siege weapon) rolls for scatter to determine the direction and distance deflected, and can still harm the wearer if he ends up in the area of effect. The armor will not deflect attacks made by silver weapons.

Armor of the Tomb Lord

Base Cost 169,000gp: Plate armor +3 35,000gp; 2 Permanent (1/hour) *Energy Invulnerability* 4th level effects 48,000gp each; Permanent (turn/level) 2nd level effect 38,000gp. Apparent Value 2,000gp.

The chestpiece of this archaic **plate armor +3** is fashioned in ornate gold relief, depicting rows of supplicants prostrated before a pyramid of obsidian tiles set in its center. While its exterior is shining steel and precious metal, the armor's interior has been darkened beyond what soot or dye could accomplish. The origin of the armor is unknown, first entering the historical record when the Zaharan ruinguard Rodurdan Bet-Tadanu slew its owner in a crypt which was even then ancient and lost. It was worn by its new owner until his death – and afterwards, upon his own embrace of undeath, until his final unmaking. The wearer is **immune** to mundane and extraordinary fire and luminous damage, as the spell *energy invulnerability* for both types. If subject to the rebuking of a Lawful crusader, the wearer can resist the effect with a successful Spells saving throw; if already able to resist rebuking (as a mummy lord, certain vampires, etc.) he instead gains a +4 bonus to this throw.

Armor of the Unyielding Mountain

Base Cost 158,000gp: Plate armor +3 35,000gp; 3 Permanent (turn/level) 1st level effects 19,000gp each, 1/turn 4th level effect 66,000gp. Apparent Value 2,000gp.

This magnificent set of plate armor carries a gilded image of a great mountain across its chest, with the snow on its peak depicted in shades of silver and platinum. Crafted by the great smith Kamn Karodar, this armor was worn by the vaultlords of Azen Khador until its fall to the elves during the Bitter War. Dwarven scholars generally believe that the last vaultlord of Azen Khador, Garik Khador, died wearing it in battle, but where it came to rest remains a mystery. The armor functions as **plate armor +3**. Its wearer becomes as steadfast as a mountain, gaining **immunity** to magical fear, and the ability to work and march without rest for great lengths of time, as the Endurance proficiency. The wearer is also able to recall the paths of any tunnels and caves he has entered as if they were his home vault, as the Caving proficiency. Greatest of the armor's powers is the ability it gives to **stand fast**. With his feet planted in a sturdy stance, the wearer can speak the command "*alpshyldon*", ("he who embodies the mountain rampart" in Dwarvish). Thereafter, for as long as the wearer lives and remains in his current location, the armor grants him an additional +2 bonus to AC, will *deflect ordinary missiles* as the spell so that they automatically miss (silver or magical missile weapons can still harm the wearer), and makes him **immune** to all spells of 3rd level or below. If the wearer's location changes or he is successfully **dispelled**, he must wait 1 turn to invoke this power again.

Banded Plate Armor +1, Campaigner's

Base Cost 17,000gp: Plate armor +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 750gp.

This **banded plate armor +1** has its pauldrons and collar gilded with white gold. Crafted to protect its wearer from one of the most common horrors of a military campaign, the armor renders him **immune** to mundane diseases such as plague, putrid fever, and scurvy. Creatures such as swarms, giant ticks, and giant rats will not infect the wearer with their bites, but the wearer can still be affected by magical diseases, such as those caused by spells, undead, or lycanthropes.

Banded Plate Armor +1, Venomproof

Base Cost 17,000gp: Banded plate armor +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 700gp.

This **banded plate armor +1** is painted a dark shade of red, its rounded and tightly fitted bands appearing like a carapace. The wearer is **immune** to mundane poisonous damage from the venom of vermin creatures. He automatically succeeds on saving throws against vermin venoms that cause damage or impose conditions other than immediate death, such as the giant centipede venom. He is **resistant** to extraordinary poisonous damage from vermin venom, and gains a +2 bonus on saving throws against vermin venoms that cause instant death, such as giant black worm venom. However, the wearer receives no benefit against the poisons of spells, the toxins of plants, or the venoms of non-vermin creatures, such as snakes or wyverns. A suit of this armor was famously used to clear vast quantities of spider lairs from Celdorea's northern forests. The event is believed to be linked to the notorious Celdorean succession crisis of 40 BE, in which dozens of the palace guards were felled by blades coated in spider-venom.

Banded Plate Armor +2, Spellward

Base Cost 51,000gp: Banded plate armor +2 15,000gp; Permanent (1/hour) *Spellward* 3rd level effect 36,000gp. Apparent Value 700gp.

The metal lames of this **banded plate armor +2** are polished to a gleaming sheen, while its reinforced leather straps and joints are dyed a bright martial red. The wearer is protected by layers of magical wards as strong as steel, functioning as a continuous *spellward* with five layers. When the wearer makes a saving throw against a spell, elemental effect, or spell-like effect, he can expend one or more layers of the ward to gain a +1d4 bonus per layer to the saving throw. After the saving throw (if any) is resolved, the wearer can expend one or more layers of the ward to reduce the damage by 1d4 points per layer. If the damage is reduced to 0 or less by the ward, the wearer does not suffer an interruption of concentration or other effects that may accrue upon being hit. If the wearer is subjected to a *counterspell* or *dispel magic* spell, he can expend one or more layers from the ward to increase his effective caster level by 1d4 per layer, making it harder to dispel his magic. The armor regains expended layers at a rate of two per turn.

Banded Plate Armor +2, Swarmlord

Base Cost 49,000gp: Banded plate armor +2 15,000gp; Permanent (1/hour) 1st level effect 12,000gp; 1/day *Summon Insect Swarm* 2nd level effect 10,000gp; 1/week *Summon Insect Plague* 4th level (arcane) effect 12,000gp. Apparent Value 700gp.

The bands of this **banded plate armor +2** are made of carved segments of giant beetle shell. The wearer of the armor is warded from contact by giant insects, insect swarms, and other vermin. He will never be bitten, chewed, or stung by them, and even if **engulfed** by an insect swarm, he suffers no damage as the insects simply crawl, fly, or squirm around him harmlessly. The ward only blocks physical contact, so both the wearer and the warded creatures can still attack each other with missiles, spells, or special abilities (if any); warded creatures will not attempt to harm the wearer unless provoked. However, if the wearer makes a melee attack against a warded creature (or swarm of creatures), the ward ceases to function at all for 6 turns.

The wearer of the armor is never bitten, chewed, barbed, stung, or otherwise **vexed** by ordinary insects. Once per day, by beating the cuirass of his armor once per round for 1 turn, the wearer can summon a 2 HD **insect swarm** within 10' (see ***ACKS II Monstrous Manual*** p. 306), as the spell summon *insect swarm*. Once per week, by beating the cuirass seven times per round for 1 turn, the wearer can summon seven 2 HD **insect swarms** within 30', as the spell *summon insect plague*.

Each swarm summoned by the wearer occupies a 20' × 10' area and acts on its own initiative to mindlessly obey his verbal commands for 1 day or until destroyed or dispelled. When summoned, creeping and crawling insects will seem to emerge from tiny unseen crevices in the ground around the wearer, while flying insects will erupt from cracks in the walls, the branches of trees, dark clouds, and so on.

Chain Mail Armor +1, Adaptive

Base Cost 20,000gp: Chain mail armor +1/+3. Apparent Value 690gp.

This durable **chain mail armor +1** shows signs of long use despite its excellent condition. The armor is enchanted to adapt to threats during fights, and becomes better able to turn aside a foe's attacks after an exchange blows. It functions as **chain mail +3** against any foe that successfully struck the wearer in the previous round.

Chain Mail Armor +1, Defiant

Base Cost 32,000gp: Chain mail armor +1/+3 20,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 800gp.

This gleaming set of **chain mail armor +1** has a collar gilded with purple and gold. It is enchanted to empower wearers willing to fight to the bitter end to prove victorious when all others on his side have fallen or fled. When the wearer fights alone, without any allies in line of sight or earshot, the armor protects him as **chain mail armor +3** and also grants him a +2 bonus to his saving throws. (Creatures who are **helpless**, **incapacitated**, **unconscious**, or otherwise out of the fight do not count as allies for purposes of this effect, even if they are ostensibly on his side.)

Chain Mail Armor +1, Outrider

Base Cost 28,000gp: Chain mail armor +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp; 3/week not more than 1/day (periodic with cooldown) *Illusory Figment* 1st level effect 4,000gp. Apparent Value 690gp.

The rings of this **chain mail armor +1** were specially treated to alternate between livery-black and foliage-green, creating a speckled pattern. The wearer develops a natural talent for moving across the land without disturbing it. He and up to seven traveling companions cannot be tracked, as Passing Without Trace proficiency. If the wearer is already proficient in Passing Without Trace, he can conceal the tracks of an additional six traveling companions. Thrice per week (but not more than once per day), the wearer can create a 1' × 1' × 1' audiovisual illusion at any point within 30', as the spell *illusory figment*. The illusion persists for 1 round after he ceases concentrating on it – long enough to distract a guard or prompt a rider to stop at the site of a planned ambush.

Chain Mail Armor +2, Fire Resistance

Base Cost 39,000gp: Chain mail armor +2 15,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp. Apparent Value 1,000gp.

The gilded links of this **chain mail armor +2** depict a brilliant sun over the wearer's heart. The wearer is **resistant** to mundane and extraordinary fire damage, as per the spell *energy protection*. He gains a +2 bonus on saving throws against spells or special abilities that deal fire damage, and reduces any fire damage suffered by half.

Chain Mail Armor +2, Tundra

Base Cost 63,000gp: Chain mail armor +2 15,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp; Permanent (1/hour) 2nd level effect 24,000gp. Apparent Value 690gp.

This **chain mail armor +2** is well-insulated with fur lining and warm to the touch regardless of the temperature. The wearer is inured to the travails of the north. He is **resistant** to mundane and extraordinary cold damage, as per the spell *energy protection*. He gains a +2 bonus on saving throws against spells or special abilities that deal cold damage, and reduces any cold damage suffered by half. The wearer is also **sure-footed in snow** and ice and can move at his normal speed across such terrain; while doing so, he leaves no tracks, as the spell *passing without trace*.

Chain Mail Armor +3, Miasmic

Base Cost 95,000gp: Chain mail armor +3 35,000gp; Permanent (1/hour) *Energy Invulnerability* 4th level effect 48,000gp; 1/week *Cloud of Poison* 4th level effect 12,000gp. Apparent Value 900gp.

The links of this **chain mail armor +3** are partially gilded on their underside, the resulting coloration visible primarily in reflection on neighboring links. Once per week, when outdoors or in a ventilated room, the wearer can command the armor to emit a 30' cloud of noxious yellow vapor, as the spell *cloud of poison*. Each round thereafter, at the start of the wearer's initiative, the cloud moves 20' away. A creature that begins its initiative in or enters the cloud must make a Death saving throw. If the save fails, the creature dies if it has fewer than 5 Hit Dice, and takes 1 🐍 damage if it has 5 HD or more. If the save succeeds, the creature takes 1 🐍 damage. The cloud persists until dispelled by magic, dispersed by strong winds, or 6 turns elapse. The wearer himself can safely advance into the cloud: he is **immune** to all mundane and extraordinary poison damage, and automatically succeeds on saving throws against related effects, as per the spell *energy invulnerability*.

Cuirass of Inescapable Victory

Base Cost 182,500gp: Scale Armor +3 35,000gp; Permanent (1/3 turns) *Deflect Ordinary Weapons* 5th level effect 95,000/2 = 47,500gp, consume for single charge 8th level ritual effect 100,000gp. Apparent Value 3,500gp.

This legendary elven **scale armor +3** is so elegantly wrought from burnished orichalcum that it gleams warmly in every light. The cuirass was worn by several elven heroes during the Bitter War, but disappeared during the fall of the Argollean Empire to the Thrassians. The celestial druids have prophesied that the cuirass will return in time for one final battle, worn by a champion who will lead an entire battalion of invincible heroes to victory.

The **cuirass of inescapable victory** will automatically deflect any melee and missile attacks targeting its wearer which deal mundane damage, as the spell *deflect ordinary weapons*. It will attempt to deflect attacks with an area of effect, triggering a scatter roll to determine the direction and distance deflected; the wearer can still be harmed if he ends up in the area after deflection. The armor will not deflect attacks made by silver or magic weapons at all.

By thrice shouting the phrase "victory" in Classic Argollëan, the armor's wearer can summon forth all of its power at once. For the following 3 turns, the skin of the wearer and up to 4 companies of his troops within 240' will gleam like bronze, causing mundane attacks to *deflect* from all affected creatures. The cuirass will thereafter be merely a set of magnificent **scale armor +3** with no additional powers.

Gleaming Disc of Ammonar

Base Cost 1,303,000gp: Shield +4 65,000/2 = 32,500gp; Permanent (1/day) 6th level esoteric effect 45,000/2 = 22,500gp; 2 Permanent (1/hour) *Energy Protection* 4th level effects 48,000/2 = 24,000gp each, consume for 1/6 chance of expending item = 6 charges *Miracle* 9th level ritual effect 1,200,000gp. Apparent Value 4,000gp, but obviously magical.

In the *Mythos*, Thalosides recounts how Ammonar lent the hero Aenon a shard of the sun to aid him in his divine quest, its pure holy light shaped by the hands of the Lord of the Dawn into a shield of unsurpassed power. Somirean legends from later centuries recount the tale of Merodach the Audacious, a warlock whose attempt to snatch the sun from the heavens saw his sanctum reduced to ash, with only a flawless golden disk found in the blackened ruins. Learned historians of the Tower of Knowledge believe that these accounts, and others like them, describe the same relic, an item of great power periodically sent from the Empyrean Heavens to be wielded on Cybele. Some sages even go so far as to claim that the continent's cyclical periods of heat and cold can be used to predict the moment of the shield's return, alleging that its increased proximity to the earth or its diminished presence in the sky might be responsible for changing climes across all of Aurëpos.

The face of this legendary **shield +4** appears as a perfectly round, unmarred circle of pure gold. It radiates a powerful light at all times: as bright as full daylight out to 60', bright torchlight to a further 60', and dim light to an additional 60' beyond that (180' total). It automatically extinguishes any *tenebrosity* or *perpetual tenebrosity* effects which enter its illuminated area, and its brightest light functions as sunlight for the purpose of harming vampires and similarly abhorrent creatures. Bearing a sliver of the sun, the wielder need not fear any lesser flame: he is **immune** to mundane and extraordinary luminous and fire damage, as the spell *energy invulnerability* against both types. By far the shield's most fabled power is calling forth *miracles*. If its wielder requests a *miracle* with a prayer to Ammonar, he will be granted aid (as the ritual spell), so long as Ammonar sanctions the request. The *miracle* must advance the cause of Law to be granted, and unless it is obviously self-sacrificing on the wielder's part Ammonar will require him to fulfill a *quest* in return. The shield's miraculous power is not limited by charges, but after each request is answered there is a 1-in-6 chance that the shield will then depart to the Empyrean Heaven in a flash of golden light, its term on Cybele complete.

Hide Armor +2, Wilds

Base Cost 39,000gp: Hide armor +2 15,000gp; 1/hour *Skinchange* 3rd level effect 24,000gp. Apparent Value 660gp.

This **hide armor +2** is fashioned from the remains of countless animals, with leather and fur pelts of varying color and texture supplemented with an assortment of feathers. By running his hands on the armor, the wearer can assume the form of a normal or giant animal native to his location, as per the spell *skinchange*. While transformed he gains the physical capabilities, physical attacks, special abilities, and statistics of the animal, while retaining his own mental abilities. He can change to a new animal form, or revert to his original form, at the start of his initiative each round. Once he returns to his original form he cannot use the armor's shape changing power again until 6 turns have passed since its last activation.

Hide Armor +3, Bestial

Base Cost 35,000gp: Hide armor +3 35,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 750gp.

Cut from a giant boar of immense size and strength, this **hide armor +3** has gold dust worked into the fur over each shoulder. The wearer gains the boar's resilience to injury, as the **savage resilience** power. When the wearer is required to consult the Mortal Wounds table, his player may roll twice and choose the preferred result to apply. The wearer then subtracts 7 days (one week) from the number of days of bed rest required to recover from his injuries, if any.

The bestial spirit of the armor rests uneasily and if startled or provoked can animate the wearer with a terrible rage. Any time the wearer succeeds on a saving throw to resist or end the **cowering**, **faltering**, or **frightened** condition, he must immediately make another Implements saving throw; on a success he keeps his cool, but on a failure he becomes **infuriated** for 1 turn, as per the spell *infuriate humanoid*.

Hide Armor +3, Unpierceable

Base Cost 83,000gp: Hide armor +3 35,000gp; 2 Permanent (1/hour) *Physical Protection* 2nd level effect 24,000gp each. Apparent Value 1,500gp.

This **hide armor +3** is made from the golden hide of a majestic Nicean lion, a great-maned predator now sadly extinct within continental Aurepos. Not an inch of hide or fur has been wasted, with even the thick mane formed into an impressive collar. The wearer need no more fear blades than the great beast ever feared the teeth and claws of lesser lions. He becomes **resistant** to mundane and extraordinary slashing and piercing damage, as the spell *physical protection*. He gains a +2 bonus on saving throws against spells or special abilities that deal piercing or slashing damage, and reduces any piercing or slashing damage suffered by half.

Hide of the Troll King

Base Cost 166,000gp: Hide armor +3 35,000gp; Permanent (1/turn) *Trollblood* 6th level effect 150,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 660gp.

For decades the troll king Shul-Ugrak terrorized the Skysostani tribes that dwelled on the western shore of the Comean Sea. The king's last victims were Altunay and Aybige, the wife and daughter of Kültigin, greatest of the wolf-shamans. Kültigin was away on the hunt when Shul-Ugrak fell upon his yurt, and the troll-king laughed when Altunay warned him her death would spell his doom. When Kültigin returned to find his family dead and eaten, the shaman swore an oath of vengeance so terrible that Nargund himself became his totem. It took Kültigin one hundred days to capture Shul-Ugrak, and one thousand days more to exact his bloody revenge. At the dawn of each day, Kültigin would flay Shul-Ugrak's flesh from his monstrous frame, leaving him raw and skinless beneath the burning sun. At dusk, Kültigin would feed the king's steaming meat back to him. Nourished as it was on its own magic, Shul-Ugrak's flesh grew back thicker and stronger each passing night, so that each day the torment of his flaying was worse. On the thousandth day, when the troll-king's flayed flesh was thick as bone and hard as iron, Kültigin deemed himself avenged, and that night he gave Shul-Ugrak death by fire. Then, by the light of the troll-king's burning body, he began to sew the **hide of the troll king** into a potent suit of armor. That, at least, is the tale as the Skysos shamans tell it.

Whether its legendary origin is true or not, the wearer of this **hide armor +3** does gain the regenerative powers of a troll. Each round he will regenerate 3 damage at the start of his initiative. Even if reduced below 0 hit points, he will continue to regenerate, and he will have no need for bed rest if he regenerates to 1 or more hp. If he loses a limb or body part to a mortal wound, these parts will crawl or squirm back towards the main portion of his body to reattach, and can be reattached instantly simply by being held to the stump. However, only damage taken while wearing the armor can be regenerated. The wearer does not regenerate from the effects of damage or mortal wounds suffered before the armor was donned. The wearer also cannot regenerate from fire damage or acid damage.

Unfortunately, the wearer also gains the ravenous appetite of a troll. Each day, the wearer must consume a daily ration of 2 st of meat. (If he wears the armor for even part of the day, he must consume at least 1/6 st of meat per hour.) If he gets less than his full ration of meat, the wearer becomes **hungry**, and then eventually **underfed** and **starving** (see ***ACKS II Revised Rulebook***, p. 276). The wearer can, like the troll-king, eat his own flesh to meet his requirement. He can get 3/6 st of meat from each arm and 1 st of meat from each leg. Devoured limbs will re-grow while the wearer sleeps, provided he doesn't take the armor off… but he'll wake up hungry.

Lamellar Armor +1, Scarab

Base Cost 29,000gp: Lamellar armor +1 5,000gp; 12 charges *Death Ward* 4th level effect 24,000gp. Apparent Value 700gp.

This **lamellar armor +1** is lacquered matte brown except for an embedded silver scarab in the center of the chest. This patch functions as a **scarab of life**, preventing any **curse** or **death** spell or effect from affecting the wearer. The scarab grows tarnished with each use, and when the last charge is expended remains only **lamellar armor +1**. As with a **scarab of life**, these suits of armor are typically found with 2d6 charges remaining.

Lamellar Armor +1, Turtling

Base Cost 17,000gp: Banded plate armor +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 700gp.

This grey-brown **lamellar armor +1** is styled in the likeness of a tortoise, its overlapping bronze plates laced together in horizontal rows and painted in scaled patterns to resemble a heavy, living shell. The armor grants its wearer the opportunity to shift to a defensive posture while in the thick of melee. After completing a melee attack that felled its target, the wearer can expend a cleave to revert to the Defend action; unlike a normal combatant, he can choose to do so even while still **engaged** by enemies. When the wearer uses the armor's power, its overlapping lames seem to expand to cover his vulnerable joints.

Lamellar Armor +3, Khan's

Base Cost 83,000gp: Lamellar armor +3 35,000gp; Permanent (1/hour) 4th level effect 48,000gp. Apparent Value 700gp.

This **lamellar armor +3** hails from Skysos, its steel plates stained a deep red and laced together with yellow silk. The people of the steppes value horses and horsemanship highly, and armor such as this is occasionally crafted for a great khan to ensure he does not lose a treasured equine, nor suffer the indignity of his mount fleeing from the field due to sorcery.

The wearer, and creatures within 5' of the wearer, are protected from spells, spell-like effects, and elemental effects, by a *spellward* with seven layers. When one or more protected creatures make a saving throw against a spell, elemental effect, or spell-like effect, the wearer can expend one or more layers of the spellward to gain a +1d4 bonus per layer to the saving throw for each of them. After the saving throw (if any) is resolved, the wearer can expend one or more layers of the spellward to reduce the damage done to each target by 1d4 points per layer. If the damage is reduced to 0 or less by the spellward, the wearer and/or the protected creatures do not suffer an interruption of concentration or other effects that may accrue upon being hit. If one or more protected creatures is subjected to a *counterspell* or *dispel magic* spell, the wearer can expend one or more layers from the ward to increase their effective caster level by 1d4 per layer, making it harder to dispel spell effects on them. The armor regains expended layers at a rate of two per turn.

Laminated Linen Armor +1, Abiding

Base Cost 12,500gp: Laminated linen armor +1 5,000gp; 3 charges *Delay Death* 5th level esoteric effect 7,500gp. Apparent Value 690gp.

The front of this gold **laminated linen armor +1** is decorated with three vertical red stripes. If the wearer suffers a mortal wound of critical, grievous, or mortal severity, the armor will clamp down tightly to bind the wound until aid can arrive. Depending on the severity of the wound he will gain between an additional hour and an additional week in which to be healed before he perishes, as the spell *delay death*. Each time the armor delays its wearer's death, one of its red stripes permanently fades. The armor is found with 1d3 red stripes remaining. It continues to function as **laminated linen armor +1** when the last is expended.

Laminated Linen Armor +1, Recruiter's

Base Cost 17,000gp: Chain mail armor +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 690gp.

The chest of this **laminated linen armor +1** is enameled with a white falcon's head on a field of powder blue. The wearer's tales of noble valor, martial camaraderie, and profitable pillage resound even to the ears of the skeptical. When attempting to recruit mercenaries, the wearer can treat the market as if it were one market class larger than its actual size, to a maximum of Class I. The armor's power does not stack with the venturer's **mercantile network**, as mercenaries not swayed by a merchant's extra coin typically know better than to trust that merchant's tales of glory.

Leather Armor +1, Acceleration

Base Cost 24,000gp: Leather armor +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 670gp.

The cuirass of this **leather armor +1** bears overlapping images of an athletic figure depicted running from left to right. When the wearer charges, runs, or retreats as a full-round action, his running speed is increased by 30' and he does not become **disordered**. The armor does not increase combat speed, exploration speed, or expedition speed, and does not apply when he is climbing, flying, or swimming.

Leather Armor +1, Eelskin

Base Cost 24,000gp: Leather armor +1 5,000gp; Permanent (1/3 turns) *Slickness* 1st level effect 19,000gp. Apparent Value 670gp.

The exterior of this **leather armor +1** is coated with long sections of glistening black eelskin. The wearer becomes as slippery as an eel – he cannot become **grabbed**, **restrained**, **stuck**, **wrestled**, or otherwise subject to any other form of bondage, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on the wearer of **eelskin leather armor**.

Leather Armor +1, Immunizing

Base Cost 17,000gp: Leather armor +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 670gp.

This **leather armor +1** has a boiled cuirass of brightly patterned snakeskin secured with the fasteners made of polished bone. Its wearer is **immune** to mundane poisonous damage from the venom of animals. He automatically succeeds on saving throws against animal venoms that cause damage or impose conditions other than immediate death, such as giant constricting viper venom. He is **resistant** to extraordinary poisonous damage from animal venom, and gains a +2 bonus on saving throws against animal venoms that cause instant death, such as giant rockfish venom. However, the wearer receives no benefit against the poisons of spells, toxins of plants, or the venoms of vermin or other creatures not classified as animals.

> *When Sumuyafa grew secure in the immunity that his cuirass afforded him, his youthful fear of snakes transformed into a fascination with them. He made his garden into a great ophiarium where he gathered every species of serpent from every corner of the world. No snake in his garden delighted him more than the two-headed amphisbaena – but alas!*
>
> Hassadah, *History of Shebatea*

Leather Armor +1, Larcenist's

Base Cost 24,000gp: Leather armor +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 670gp.

This dark brown **leather armor +1** is supple and sleek, with skin-tight gauntlets that help its wearer's hands slip into and out of pockets discreetly. If the wearer is proficient in Pickpocketing, he gains a +2 bonus on his Pickpocketing proficiency throws, and his failed throws are only noticed by the target on a natural roll of 1. The armor offers no advantage to those untrained in the larcenous arts, however.

Leather Armor +1, Nautical

Base Cost 34,000gp: Leather armor +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp; 1/day 2nd level effect 10,000gp. Apparent Value 670gp.

This strappy **leather armor +1** has a trio of dolphins embossed upon its boiled cuirass. Anyone donning it notices the faint scent of sea water and stormy air. Dolphins are sacred to Naurivus, god of travel, and the armor grants the **blessings of the sea** to those who travel with its wearer. Anytime the wearer is onboard a vessel, all members of the crew gain a +1 bonus to proficiency throws for Seafaring, Navigation, and Survival (fishing) and a +1 bonus to proficiency throws to meet any Nautical Challenges.

Once per day, by resting his hand in ocean water while singing any sea-shanty he knows for one turn, the wearer can call a trio of **common dolphins** (see ***ACKS II Monstrous Manual*** p. 103) to serve as his companions. The dolphins will usually take 3d6 turns to arrive, but might arrive much sooner if the Judge has determined that a pod of dolphins is nearby. The dolphins will travel as close as they can to the wearer (just off shore, near his boat, etc.) and then wait in that vicinity. The dolphins will understand the wielder's speech and will act as if they were the wearer's henchmen for 1 day before departing (unless they are slain or **dispelled**). If the dolphins are called again when they are about to depart, they will remain for another day. The dolphins will not answer the wearer's call if he has malicious intentions for them, such as to capture or kill them.

Leather Armor +2, Borrowed Time

Base Cost 25,000gp: Leather armor +2 15,000gp; 1/day *Death Ward* 4th level effect 20,000gp; 1/day drawback 2nd level effect -10,000gp. Apparent Value 670gp.

This black **leather armor +2** bears the mark of the Order of the Eclipse on its breast. It was designed to ensure that cult assassins assigned to suicidal missions would survive long enough to fulfill their task. Some acts of righteous retribution are doomed before they begin, but this armor lets Calefa's chosen defy fate, at least for a while. The first time each day that the bearer would suffer the effects of a curse or death spell or effect, the effect is prevented. This comes at a cost of the bearer's future luck; for 1 day following such protection, the bearer suffers a -2 penalty to all saving throws, regardless of whether they continue to wear the armor. The saving throw penalty cannot be **dispelled** or **lifted**; it just must be survived.

Leather Armor +2, Corsair's

Base Cost 51,000gp: Leather armor +2 15,000gp; Permanent (1/hour) *Deflect Ordinary Missiles* 3rd level effect 36,000gp. Apparent Value 670gp.

This **leather armor +2** is flamboyantly adorned in the bright colors favored among the Syrnasos Isles. It is particularly prized among Syrnasian ship captains for its ability to fend off missile fire as well as the heaviest plate while remaining lightweight enough not to drown the wearer if he falls in the water. The armor will automatically deflect all missile attacks directed at its wearer which deal mundane damage, as the spell *deflect ordinary missiles*. It will not deflect attacks made by silver or magic weapons. It will attempt to deflect attacks with an area of effect, triggering a scatter roll to determine the direction and distance deflected; the wearer can still be harmed if he ends up in the area after deflection. Even those Syrnasian captains lucky enough to wear **corsair's leather armor** engage a galley armed with artillery at their own peril!

Leather Armor +2, Lightless

Base Cost 39,000gp: Leather armor +2 15,000gp; Permanent (1/hour) 2nd level effect 24,000gp. Apparent Value 670gp.

This **leather armor +2** is a dull and muted shade of grey. Its wearer cannot be seen by **lightless vision**; he is effectively **invisible** to any creature which attempts to perceive him visually with lightless vision alone. This power prevents the wearer from utilizing lightless vision himself, making the armor most beneficial when worn by thieves and other classes who are able to navigate lightless environments via their **shadowy senses** (and who are able to hide whenever the armor's usefulness is negated by illumination).

Leather Armor +2, Second Skin

Base Cost 21,000gp: Leather armor +2 15,000gp; 3/day not more than 1/hour (periodic with cooldown) 1st level effect 6,000gp. Apparent Value 670gp.

This **leather armor +2** has been stitched together from the skin of many different humanoid creatures, with everything from troll-scraps to gnome-scalps sewn together haphazardly. Three times per day (but not more than once per hour), in lieu of cleaving, the wearer of the armor can assume the form of a humanoid creature he has just felled. The wearer's equipment remains worn or held where possible, and otherwise changes to match the new form. The wearer can end the effect on any round at the start of his initiative. Otherwise, he remains transformed for 6 turns, or until slain or **dispelled**.

Leather Armor +2, Springing

Base Cost 53,000gp: Leather armor +2 15,000gp; Permanent (turn/level) *Leaping* 1st level effect 19,000gp; Permanent (1/3 turns) 1st level effect 19,000gp. Apparent Value 670gp.

This dark **leather armor +2** is trimmed with crimson silk. Its wearer can leap 10' vertically and 30' horizontally from a standing start and needs no rest when engaged in ordinary movement, as the spell *leaping*. He gains a +2 bonus to saving throws where agility would help avoid the danger, such as pit traps or jumping between ships. If carrying 5 stone or fewer encumbrance, the wearer can use a movement action to tumble past an enemy he has **engaged** to an open space behind his enemy by succeeding on a proficiency throw of 4+, as the Acrobatics proficiency. (If already proficient in Acrobatics, he can tumble on a proficiency throw of 2+.) Armor of this type has been used by many notorious thieves and pirates throughout the centuries, but its most infamous wearer is the Kemeshi assassin Senef Khet, who slew Tarkaun Mennic IV in 258 IY.

Leather Armor +2, Tenacious

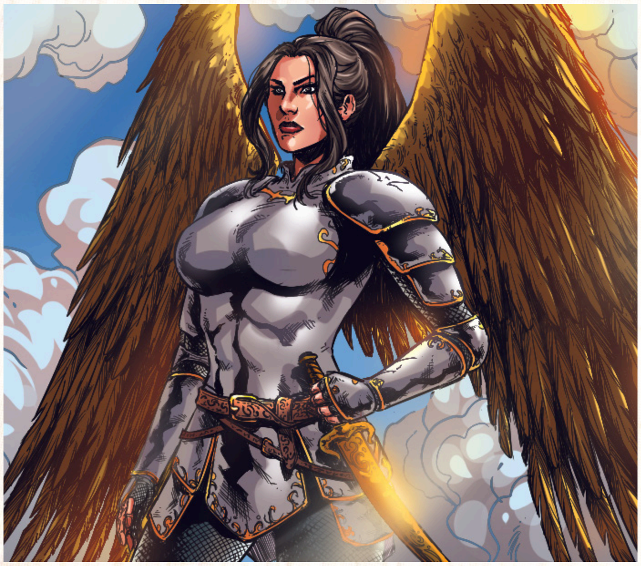
Base Cost 52,500gp: Leather armor +2 15,000gp; Permanent (1/day) 5th level effect 37,500gp. Apparent Value 1,200gp.

This thick red-brown **leather armor +2** was made from the hide of a truly monstrous dire boar, with golden boar-head epaulets added to each shoulder to honor the beast's tenacious refusal to expire. The wearer gains a +1 bonus to all saving throws. If reduced to 0 hp or less, he can choose to remain conscious and fight on, doing so for up to 4 rounds. If he fights on for 1 round, he suffers a -2 penalty on his eventual roll on the Mortal Wounds table. If he fights on for 2 rounds, the penalty is increased to -5. If he fights on for 3 rounds, the penalty is increased to -10. If he fights on for 4 rounds, he dies at the end of his initiative.

Leather Armor +2, Winged Sun

Base Cost 53,000gp: Leather armor +2 15,000gp; Permanent (turn/level) *Winged Flight* 3rd level 57,000gp; Permanent (turn/level) drawback 1st level effect -19,000gp. Apparent Value 800gp.

This white **leather armor +2** is embroidered across the back with a pair of large feathered wings in gold thread. When its wearer speaks the command *Andras Arë* – "Victory to God" in Classical Auran – while standing in sunlight, the embroidered wings magically unfurl from the back to become eagle wings with golden feathers. The wearer can thereafter fly at a combat speed of 120' per round, as the spell *winged flight*. The effect lasts until the wearer repeats the command phrase or moves into an area where sunlight is absent. The sunlight that fuels this armor need not be direct, but must be at least ambient; the wings will only unfurl in circumstances that would harm a vampire or similar nocturnal creature. The armor is immediately cleansed of any accumulated filth and stain each time its wings unfurl, allowing it to remain spotless and immaculate despite innumerable battles.



Leather Armor +3, Stealthy

Base Cost 95,500gp: Leather armor +3 35,000gp; Permanent (turn/level) *Chameleon* 1st level effect 19,000gp; Permanent (turn/level) *Silent Step* 1st level effect 19,000gp; Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp. Apparent Value 670gp.

This dark brown **leather armor +3** has a crescent moon embroidered on its interior in silver thread. Armor of this kind is fabled among thieves and assassins for putting even a fledgling skulk on par with a master thief. The wearer gains the ability to hide in cover or darkness with a Hiding proficiency throw of 12+ and to move silently with a Sneaking proficiency throw of 12+, as the spells *chameleon* and *silent step*. If already proficient in Hiding and/or Sneaking, he gains a +8 bonus to his throw(s) instead. He additionally gains *lightless vision* to a range of 60', as the spell.

Light Arena Armor +1, Pitfighter

Base Cost 17,000gp: Light arena armor +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 680gp.

This revealing set of **light arena armor +1** seems to be little more than a set of leather straps, able to be adjusted to fit (and exhibit) most humanoid bodies. As typical for this type of sage-befuddling armor, it grants a +1 bonus to Seduction rolls when worn by a character with a clean-limbed body (STR, DEX, CON, and CHA all 11+). This armor was made for use in gladiatorial combat, where the favor of the crowd can matter as much as martial prowess. The wearer enjoys a +1 bonus to all reaction rolls made involving crowds of 0th level normal humans, whether speaking to them directly or presented before them by others. In Aura and other civilized places this talent can result in the adoring mobs, generous prizes, and dazzling renown accruing to a skillful and entertaining combatant. In barbarian lands where gladiators are casually executed for losing fights, this favor can mean the difference between life and death.

Panoply of Life's Grasp

Base Cost 107,000gp: Plate armor +3 35,000gp; Permanent (1/hour) *Necromantic Invulnerability* 6th level effect 72,000gp. Apparent Value 3,000gp.

This **plate armor +3** is decorated over the shoulders with a pair of encircling arms, gold and platinum wire pounded into steel with trails of small rubies inset as wounds and flowing blood. Crafted at the behest of a Celdorean king who so exulted in the glory of battle that he wished to never leave it, this armor grants its wearer the ability to survive injuries and keep fighting until every tendon is severed and every bone broken. Whenever the wearer is reduced to 0 or fewer hit points he immediately recovers with 1hp, though suffering the results of a mortal wound, as the spell *necromantic invulnerability*. As with the spell he can only be killed while **helpless**, by **disintegration**, or by necrotic damage.

Panoply of the Destroyer

Base Cost 130,000gp: Plate armor +3 35,000gp; Permanent (1/3 turns) *Swift Sword, Sustained* 3rd level effect 57,000gp; Permanent (turn/level) 2nd level effect 38,000gp. Apparent Value 7,000gp.

This orichalcum **plate armor +3** has an extra pair of arms extending up from the shoulders with reversed joints, an unnerving artifact of pre-Empyrean Somirea worn by its Maharajas during their wars of eastward expansion. The armor was constructed in honor and emulation of the Chthonic god Bala (or Bel, as he is known within the Empire), the famously many-armed god of war. The armor's additional limbs move in concert with the wearer's own; his **four arms** can be used for manipulating objects or wielding weapons and shields, though he is limited to fighting styles that are extensions of those he is already proficient in. To use a shield, fight with multiple weapons, or fight with two hands on the same weapon the wearer must already have those fighting styles. Up to two shields may be carried for the usual +1 to AC each; the first two off-hand weapons carried grant a +1 bonus to attack throws each, while a warrior wielding either 4 small weapons or 2 medium or large weapons receives +1 to damage rolls. If equipped with magic weapons or shields he benefits from at most the attack bonus of two weapons, the damage bonus of one weapon, and the AC bonus of one shield. (For further details on four-armed fighting styles see ***ACKS II Judges Journal*** p. 316.) All four of the wearer's limbs move with the aggression and swiftness of the Slaughterprince, rendering him a terror to his enemies; regardless of his choice of armaments, the wearer may make one additional attack each round, as the spell *swift sword*.

Plate Armor +1, Dauntless

Base Cost 24,000gp: Plate armor +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 710gp.

Each piece of this **plate armor +1** is gilded along its edges, a three-layered pattern of lines layered like the stones of a castle wall. The wearer's courage remains undimmed when faced with even the most horrific sights, the armor making him **immune** to fear effects.

Plate Armor +1, Depths

Base Cost 71,750gp: Plate armor +1/+3 20,000gp; Permanent (1/day) *Water Breathing* 3rd level effect 22,500gp; Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp with permanent (1/day) drawback 2nd level effect (underwater only) -15,000 to max half cost = -11,250gp; Permanent (1/hour) 2nd level effect (protection from frigid temperature) 24,000gp with permanent (1/hour) drawback 1st level effect (underwater only) -12,000gp; Permanent (1/hour) 1st level effect (levitation) 12,000gp with permanent (1/hour) drawback 1st level effect (underwater only) -12,000gp to max half cost = -6,000gp; Permanent (turn/level) drawback (surface movement) = -19,000gp; Permanent (turn/level) 2nd level effect (2 ranks of armor training) = 38,000gp with permanent (turn/level) drawback 1st level effect (underwater only) -19,000gp. Apparent Value 2,400gp.

This bulbous **plate armor +1** is formed of layers of burnished bronze. Its strange helm is all-enclosing, covered with a multitude of crystal panes allowing vision in all directions. The armor allows its wearer to walk freely under the sea, even while far beneath the sun's rays. While completely submerged he is able to breathe water, is **immune** to the effects of **frigid** temperatures, and can see with *lightless vision* to a range of 60' (as the spell). Not only protected from the crushing depths of the sea, he is also guarded from the crushing jaws of its denizens, with the armor functioning as **plate armor +3** versus sea creatures. Finally, while underwater he can maintain concentration to float or sink 20' each round regardless of his actual buoyancy, allowing him to walk along the bottom of the ocean and then re-surface at a place of his choosing.

Worn on the surface, **plate armor +1, depths** is clumsy and cumbersome. The wearer cannot charge or run, nor can he force march or ride mounts. Worn underwater, the water's buoyancy alleviates the armor's weight so much that even those only used to light armor can wear it easily, so long as they are already used to moving underwater. A wearer with the Swimming proficiency and light armor proficiency can use the armor underwater as if he had heavy armor proficiency.

Plate Armor +1, Resonant

Base Cost 34,000gp: Plate armor +1/+2 10,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp. Apparent Value 900gp.

This **plate armor +1** is etched and inlaid on its front with a golden circle broken by six equidistant gems. Each gem corresponds to a type of energy – four corresponding to the elemental forces of air, earth, fire, and water, and two associated with Law and Chaos. Anytime the wearer is in a place of power, the armor will function as **plate armor +2** and protect against the corresponding damage type, making the wearer **resistant** to mundane damage and extraordinary damage of that type, as the spell *energy protection*. If the wearer enters an area where two or more places of power overlap, the armor will resonate with whichever place of power is more powerful. If the places are of equal power, it will resonate with whichever was entered first.

PLACE OF POWER	DAMAGE TYPE
Sinkhole of Evil	Necrotic
Pinnacle of Good	Luminous
Aerie of Elemental Air	Electrical
Furnace of Elemental Fire	Fire
Edifice of Elemental Earth	Seismic
Well of Elemental Water	Cold

Plate Armor +1, Shattering

Base Cost 8,000gp: Plate armor +1 5,000gp; 1/week 1st level effect 3,000gp. Apparent Value 1,000gp.

The unbroken surface of this **plate armor +1** is decorated with gilded marks symbolizing phantom blows, the smoothly applied gold appearing where normal armor would accumulate nicks and dents, and with a large "hole"' gilded over the heart. Once per week, by tracing the armor's "heart" with his finger and speaking the armor's command word, the wearer can prepare the armor for a future blow. The wielder of the first melee weapon to strike the wearer that day must succeed on a Death saving throw, adding the weapon's magic bonus (if any), or see the weapon destroyed in the same manner as the spell *shatter blade*.

Plate Armor +2, Freedom

Base Cost 63,000gp: Plate armor +2 15,000gp; Permanent (1/hour) 4th level effect 48,000gp. Apparent Value 900gp.

This **plate armor +2** bears a golden disk on its chest, engraved with a depiction of the sun rising over the holy peak of Mount Audarammas. Its wearer is **immune** to spells and effects which would **paralyze** him, such as *halt humanoids* or *cone of paralysis* spells, grave ghoul paralysis, carrion horror venom, and so on. According to *The Seven Radiant Scrolls*, this armor was first created during the Empyrean War for Becettus, a brother-in-arms to the great war chief Valerian Bellësareus, that he might lead his forces without pause against the horrific hellhawks and mummies of Old Zahar.

Plate Armor +2, Juggernaut

Base Cost 46,000gp: Plate armor +2 15,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 710gp.

This **plate armor +2** is coated in glossy black lacquer, its helm crafted as a bull's head with horns stained with blood. Its wearer can crash through the ranks of enemy forces with ease. He gains the Combat Trickery (Overrun) special maneuver, making the attack throw to overrun an opponent at a mere -2 penalty and imposing a -2 penalty on its Paralysis saving throw to resist the maneuver. Additionally, the wearer suffers no penalty to armor class while **charging**.

> *As when a bull begins the battle, stirring the dust with his hooves and lowering his horns to prepare to drive his wrath through the foe, so did Bel Nabu come through the gates of Gorgbad; and the Aurans fled before him.*
>
> **Oppian,** *Epic of the Empyrean Wars*

Plate Armor +3, Eternal Sentinel

Base Cost 83,000gp: Plate armor +3 35,000gp; 2 Permanent (1/hour) *Energy Protection* 2nd level effects 24,000gp each. Apparent Value 1,200gp.

This archaic **plate armor +3** is of Zaharan origin, its breastplate bearing a gold-inlaid engraving of two armored figures holding crossed spears to bar a great door. The sorcerer-kings, high priests, and archmages of old Zahar crafted armor of this kind for their most trusted mummified servants, to stand guard over their tombs until the Awakening came. In ages since, such armor has been greatly prized by the undead and the living alike. Its wearer is **resistant** to mundane and extraordinary fire and luminous damage, as the spell *energy protection* for both types. He gains a +2 bonus on saving throws against spells or special abilities that deal fire or luminous damage, and reduces any fire or luminous damage dealt by half.

Plate Armor +3, Featherweight

Base Cost 54,000gp: Plate armor +3 35,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 1,500gp.

This **plate armor +3**, fashioned for captains of the famed elven Winged Knights, bears along its back a pair of steel frames adorned with raptor feathers, giving its wearer the semblance of angelic wings. The wearer moves as if his armor weighs far less than its substantial protection and ornamentation would suggest, encumbering him as if it weighs merely 3 stone.

Ring Mail +1, Refractive

Base Cost 17,000gp: Ring mail +1 5,000gp; 3/day not more than 1/hour (periodic with cooldown) *Illusory Duplicates* 2nd level effect 12,000gp. Apparent Value 1,500gp but obviously magical.

This **ring mail +1** is composed of minute silver mirror-rings, each catching a sliver of the wearer and the world around him in a fractured, ever-shifting mosaic. Three times per day (but not more than once per hour), by spinning in place, the wearer can cast his reflections into the air around him, creating 1d4 *illusory duplicates* as the spell. The duplicates appear to be the wearer and move in sync with him. Enemies attempting to attack or cast spells upon the wearer will always hit a duplicate instead. Any attack against a duplicate destroys it, whether the attack throw is successful or not; likewise, attack spells cast directly upon a duplicate will destroy it with no saving throw allowed. Area-effect spells appear to affect all duplicates exactly as they affect the wearer; for instance, if the wearer is subjected to a *fireball*, all his duplicates will remain, appearing to be injured just as the wearer was. The duplicates will otherwise remain for 6 turns.

Scale Armor +1, Summer

Base Cost 41,500gp: Half price scale armor +2 15,000/2 = 7,500gp; Quarter price scale armor +1 5,000/4 = 1,250gp; Quarter price scale armor +3 35,000/4 = 8,750gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp. Apparent Value 680gp.

The strength and suppleness of this golden-green scale armor changes with the seasons. In the winter the armor's bonus is +1, increasing to +2 in spring and autumn, and to +3 in the summer. The scales softly emit heat in chill air, rendering the wearer **resistant** to mundane and extraordinary cold damage, reducing the damage suffered by half and providing a +2 bonus on saving throws against spells or special abilities that deal extraordinary cold damage.

Scale Armor +2, Serpent

Base Cost 56,500gp: Scale armor +2 15,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp. Apparent Value 1,800gp.

This **scale armor +2** is crafted from the black-green hide of an enormous constricting viper, its scales hard as bronze yet supple as silk. It grants the wearer serpentlike traits: his pupils narrow and attune to heat, granting *lightless vision* to 60', as the spell; and his body responds before thought, granting a +1 bonus to surprise and initiative rolls when not casting spells, as the Combat Reflexes proficiency.

Scale Armor +2, Strength

Base Cost 53,000gp: Scale armor +2 15,000gp; Permanent (1/3 turns) *Ogre Strength* 2nd level effect 38,000gp. Apparent Value 680gp.

This archaic-looking **scale armor +2** is forged from thick rows of bronze, with two bright bull horns sweeping around the collar like a torc – the sacred mark of Türas, Judge of Valor. The wearer is granted the strength of legendary heroes. He gains a +2 bonus to attack throws and damage rolls, a +8 bonus on Dungeonbashing throws, an extra 10 stone of encumbrance capacity at his maximum load, and the ability to strike barehanded for 1d4 🔨 damage, as per the spell *ogre strength*.

Shield -1, Hallucination

Base Cost 3,000gp: 1/week 1st level effect. Apparent Value as shield imitated.

This **cursed shield -1** seems to be a different kind of magical shield, determined at the time of creation (either by the Judge's choice or by random roll). The physical appearance of the shield will be typical for the item it appears to be. For instance, a **shield of hallucination (shield +1, burden)** will have a spiral of hard-working dwarves depicted on its face, a **shield of hallucination (shield +2, second march)** will have a rim adorned with onyx-eyed zombies, and so on.

The first person to bear the shield each week will be afflicted with a powerful hallucination – a dynamic, multisensory illusion that allows no saving throw to disbelieve it unless the wearer has the Illusion Resistance proficiency. Once affected, the bearer will thereafter believe he is seeing, hearing, and feeling the effects the shield "should" have. This hallucination is so compelling that the bearer cannot be convinced otherwise; any attempt to dissuade him of his delusion will be met with endless confabulations, argumentative rebuttals, irrational excuses, and annoying refusals to listen. The delusion persists indefinitely even if the shield is taken off, until **dispelled** or **lifted**. The shield itself cannot have its curse removed and will delude whoever first bears it again the following week.

In addition to causing its bearer to hallucinate, the shield imposes a -1 penalty to AC. However, the penalty is non-magical; the shield is simply so clumsy and ill-made that its penalty cancels out the ordinary benefit of carrying a shield. This deficiency is concealed from a wearer deluded by the shield's hallucination, but will be apparent to any bearers who are not deluded (such as bearers with the Illusion Resistance proficiency who disbelieved the illusion, or bearers who were the second or third to wield the shield in a week).

Shield +1, +3 versus Missiles

Base Cost 20,000gp: Shield +1/+3. Apparent Value 660gp.

Crafted by dwarves during the Bitter War, this broad shield is enchanted to be especially protective against ranged weaponry. It acts as a **shield +1** normally, but against small-sized missile attacks (arrows, thrown spears, etc., but not siege artillery or hurled boulders) it functions as a **shield +3**; the increased bonus applies even against enchanted missiles. The wood of the shield smooths itself out once an object stuck in it is removed, leaving it marked with knots and scars in the place of holes. Most such shields that survive have been painted and repainted with geometric patterns to cover these marks (earning them the nickname "dartboards" among dwarven soldiers).

When they sent a hundred arrows, to volley 'cross the sky
Some clattered on my shield-face, some others made men die.
When they sent a thousand arrows, to soar above the field,
I told the master craftpriest, get me a better shield!

Dwarven Marching Song

Shield +1, Bravo's

Base Cost 29,000gp: Shield +1 5,000gp; Club +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 660gp.

This small round **shield +1** is entirely fashioned of sturdy bronze. Shields of this sort were made famous by Ricardo the Razor, an assassin-duelist with a peculiar sense of honor, who offered each of his bounties the chance to defend themselves in single combat. The shield's bearer enjoys preternatural nimbleness, as the Acrobatics proficiency. He gains +2 to saving throws where agility would help avoid the danger, adds +6 to his DEX for jump distance and height, and with an Acrobatics throw of 12+ can use a movement action to tumble past an opponent he has **engaged**. (If already proficient in Acrobatics, the bearer counts as 6 levels higher for purposes of jump distance and Acrobatics throws.) The buckler is enchanted not only as a protective shield, but also as a weapon. By foregoing its benefit as a shield until his next initiative, its bearer can use it as a **club +1** instead. Ricardo the Razor was known for his preference in using it as such in his off-hand, to create openings for his sword to exploit.

> *Brigomar:* And to the charge of 171 counts of unlawful dueling, how do you plead?
> *Ricardo:* Successful, your honor.
>
> Aulus Ambactos, *The Last Cut*

Shield +1, Brineblast

Base Cost 6,500gp: Shield +1 5,000gp, consume for single charge 6th level effect 3,000/2 = 1,500gp. Apparent Value 800gp.

This round copper **shield +1** was deliberately tarnished and artfully polished before being coated with clear lacquer, producing a layer of verdigris which depicts an ocean spirit exhaling a violent and salty tempest. By uttering the command word "torrent" in Syrnasan and striking the interior of the shield with his weapon, the shield's bearer can shatter the shield, causing it to unleash a torrent of saltwater from its face in a cone 90' long and 30' wide at its end. All creatures within the cone must make Blast saving throws. Creatures that fail the save suffer 3d6 🔨 damage and are knocked **prone**; those that succeed suffer half that damage and keep their footing. All metal objects in the area of effect are subject to corrosion equivalent to decades below the waves. Ordinary items that are not being held by a creature are automatically destroyed. Magical objects and objects held by a creature must succeed on a Death saving throw or be destroyed. (Carried or worn objects use their possessor's saving throw, while unattended objects save as 0th level fighters, with both adding their permanent bonus if any.) Nothing remains of the shield after its use in this manner.

Shield +1, Burden

Base Cost 17,000gp: Shield +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 660gp.

Famously used by the hero Alpin Hruk to bring back the body of vaultlord Arsic Taran during an hours-long running battle, this circular **shield +1** is 3' across, with a procession of dwarves carrying heavy loads depicted in a spiral pattern on its face. If the shield is set with its inside facing up and has something placed upon it, it will rise to float at waist level, able to bear up to 50 stone. The shield remains still while within 10' of the activator, gently following at his speed if he moves away. The shield can be pushed as needed to position it, but ceases floating if moved more than 10' from the activator, or if tilted from its horizontal alignment (such as to use it as a shield again).

Shield +1, Cautious

Base Cost 2,500gp: Shield +1 5,000gp; Permanent (1/hour) drawback 1st level effect -12,000 to max half cost = -2,500gp. Apparent Value 660gp.

This **shield +1** has raised lines painted in yellow and white across an awkward and unbalanced triangular face. It can be used normally in combat, but only while moving at a combat speed or slower; to **charge** or run with the shield, the bearer must succeed on a Paralysis saving throw or fall **prone**.

Shield +1, Cowardly

Base Cost 1,500gp: Single charge 3rd level effect. Apparent Value 660gp.

This **cursed shield +1** is painted with a golden circle. The first time the bearer is dealt damage in combat he must succeed on a Death saving throw or become **frightened**. Any creature which approaches him is treated as the source of his fear, even his allies. The effect lasts for 1 month, or until **dispelled**, **lifted**, or removed by *remove fear*. Once triggered, the shield is thereafter nonmagical.

Shield +1, Defender

Base Cost 24,000gp: Shield +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 660gp.

This tall rectangular **shield +1** is painted with the insignia of the Auran legions; its broad curved face offers ample shelter behind it. When the bearer takes the Defend action in combat he can simultaneously shield both himself and one adjacent character. Both he and target he defends gain +2 AC versus melee attacks and thrown missile attacks, and an additional +2 AC versus other missile attacks. If the wielder has charged, run, or retreated he cannot take the Defend action in the same round.

Shield +1, Dragonslayer

Base Cost 11,000gp: Shield +1 5,000gp; 3 charges 4th level effect 6,000gp. Apparent Value 660gp.

This wooden kite-shaped **shield +1** is painted with an image of a hero on a white horse piercing the side of a dragon with his lance. A thick layer of lacquer gives the shield a glossy finish. The shield was created to protect its bearer when fighting dragons and other creatures known to kill with their breath. The bearer is **immune** to breath weapons of all types, from the fire of a red dragon to the noxious cloud of a basilisk. Other sources of mundane or extraordinary elemental or physical damage affect him normally. The shield's protection is a charged effect, with a charge expended each time the bearer is protected from a breath weapon; once all charges are depleted, it functions only as a **shield +1**. Shields of this kind are crafted with 3 charges (surely enough to kill any one dragon) and found with 1d3 remaining.

Shield +1, Dreadful

Base Cost 9,250gp: Shield +1 5,000gp, consume for single charge 5th level effect 2,500/2 =1,250gp; 6 charges 1st level esoteric effect 3,000gp. Apparent Value 660gp.

This rectangular **shield +1** bears a depiction of a warrior's face. Sometimes the warrior's face is unblemished, but usually it is marred by one or more disfiguring injuries, ranging from minor scars to missing ears to torn-off lips. When the shield is found, roll 1d6-1 for the number of disfigurements afflicting the warrior depicted on the shield. Any time the shield's bearer receives a permanent wound from the Mortal Wounds table that affects his face, the wound is displaced onto the face of the warrior depicted on the shield. The bearer might still die if e.g. grievously wounded below 0hp, and he remains incapacitated until he has received the appropriate rest, but he can ignore the cosmetic and mechanical effects of the permanent wound itself. If the warrior depicted on the shield has already suffered that wound, the effect is still displaced and the warrior's facial injury becomes more horrific.

For instance, if the shield's bearer suffers a punctured and ruined eye (6-10/5 on the Mortal Wounds - Piercing table), he would still die if not healed to 1 hp within 1 turn, and would still need 2 weeks of bed rest to recover, but he wouldn't lose his eye; the warrior on the shield would instead have a punctured, ruined eye. If the bearer later suffered the same wound, the warrior on the shield might have a horrible gaping maw where his eye was.

The shield's protection is a charged effect with 6 uses. The shield will shatter into bronze and wood splinters when it displaces its sixth and final wound. However, the bearer can expend all remaining charges by deliberately throwing the shield on the ground in front of himself and speaking the name of the warrior depicted on the face of the shield. The shield immediately shatters, releasing the memory of every injury its bearer has ever suffered; all creatures within a 60' long and 30' wide cone in front of it must succeed on an Implements saving throw or be **frightened** for 3 turns.

The famously-handsome Jutlandic bard Rutgär Eivert bore a **dreadful shield** for much of his storied career. His choice to shatter the shield to save the armies of King Eiríkr Toemann at the Battle of Thayer earned him both undying fame and awful doom. The ungrateful Eirikr, jealous of the bard's glory, had his eyes gouged out and nose and tongue cut off after the battle.

Shield +1, Gloating

Base Cost 10,000gp: Shield +1 5,000gp; 1/day *Infuriate Humanoid* 1st level effect 5,000gp. Apparent Value 660gp.

This round bronze **shield +1** is painted with a disturbing depiction of a grinning face. Once per day, its wielder can present the shield in the direction of a living humanoid that he successfully attacked in an earlier round, and command the shield to "laugh at this fool". The shield's face will then seem to animate and gloatingly describe how the blow its bearer just landed put the target to shame, how the target is horribly incompetent at combat, and similar jibes, all in an incredibly annoying sing-song voice. The victim of the shield's gloating must succeed on an Implements saving throw or be **infuriated**, as the spell *infuriate humanoid*. An infuriated creature will attack any creatures it can detect, prioritizing the one who most recently harmed it, but will otherwise take no action of any kind, including speaking, retreating, or using any kind of spell or similar effect. It gains +2 to attack throws but suffers -2 to armor class, is **immune** to fear, and does not roll morale. The effect lasts for 1 turn or until the target or the wielder is dead, whichever happens first.

Shield +1, Kraken

Base Cost 12,500gp: Shield +1, 5,000gp; 1/day choice of *Slickness* 1st level effect or 1st level esoteric effect = effective 1.5th level esoteric effect 7,500gp. Apparent Value 660gp.

The bronze boss of this **shield +1** is sculpted in the shape of a kraken with inlaid bronze limbs extruding from the boss in eight directions to grasp the rim of the shield. A command word – usually the local word for "kraken" – is inscribed inside the kraken's open beak-like mouth. If the shield's bearer speaks the command word on land or otherwise while not submerged in water, the kraken's mouth spews a torrent of ink that completely covers a 10' square of floor in front of the bearer, as the spell *slickness*. Any creature starting its initiative in or moving into the ink-coated floor must make a Paralysis saving throw, suffering a penalty of -4 if wearing light armor, -6 if wearing medium armor, or -8 if wearing heavy armor. If the save succeeds, the creature can act normally that round. If the save fails, the creature is knocked down. The ink fades after 3 turns unless **dispelled** sooner.

However, if the bearer gurgles the command word while underwater, the kraken's mouth instead emits a black cloud of ink that blocks light and **lightless vision**, as the spell *tenebrosity*. The inky cloud reduces any light to pitch blackness within 15' of its center; bright light to dim light within 30' of its center; and dim light to pitch blackness within 30' of its center. The inky cloud floats in place for 1 turn unless **dispelled** sooner. The shield's supply of ink requires 1 day to refill after being used for either effect.

Shield +1, Life's Respite

Base Cost 29,000gp: Shield +1 5,000gp; 1/day *Death Ward* 4th level effect 20,000gp, consume for 1/4 chance of expending partial item = 4 charges *Death Ward* 4th level effect 8,000/2 = 4,000gp. Apparent Value 660gp.

This round **shield +1** is painted with the image of a desert oasis, showing a cluster of trees nourished by scarce water under an unforgiving sun. As such a sight saves a man lost in the sands from certain death, so too does this shield protect its bearer. He gains **immunity** to **curse** and **death** spells and effects. The first such effect he is warded from each day comes freely; each subsequent effect prevented by the shield in a single day comes with a 1-in-4 chance of forever losing the shield's protection from curses and death effects, leaving it as only a **shield +1** whose paint appears blasted off by sand and the desert wind.

Shield +1, Lunar

Base Cost 16,000gp: Shield +1/+2 10,000gp; Half price permanent (1/hour) *Illumination* 1st level esoteric effect 12,000/2 = 6,000gp. Apparent Value 660gp.

The outer face of this round bronze **shield +1** is finished with a pearl-like luster, the seams in its metal only visible from the interior. Between sundown to sunup, the shield emits a pale white luminescence when held, casting bright light out to a 15' radius and dim light to another 15', as the spell *illumination*. While illuminated, it functions as a **shield +2**.

Shield +1, Penultimate Blow

Base Cost 6,500gp: Shield +1 5,000gp, consume for single charge *Necromantic Invulnerability* 6th level effect 3,000/2 = 1,500gp. Apparent Value 660gp.

This iron-banded oak **shield +1** uses dark magic to keep its bearer on his feet at all costs. If its bearer would be reduced to 0 or fewer hit points the shield is destroyed, splintering apart. Its bearer remains at 1 hit point, still able to fight or take other actions, but immediately suffers a Mortal Wound, as if protected by the spell *necromantic invulnerability* for a single instance of damage.

Giant's sword smote
Sigvhan's spell-shield,
breaking board and
Sighvan's arm-bone.

Yet that strong stroke
would have slain him,
had that bulwark
not blocked the blow.

Sigvhan's Saga

Shield +1, Postern

Base Cost 6,500gp: Shield +1 5,000gp, consume for single charge *Passageway* 6th level esoteric effect 3,000/2 = 1,500gp. Apparent Value 660gp.

The brass boss of this round **shield +1** is fashioned in the shape of a lion's head knocker, as might be found on a door. If the interior surface of the shield is placed against a wood, plaster or stone wall and the knocker rapped three times, the shield immediately attaches to the wall like a round hinged hatch. The "hatch" can be opened by pulling on the knocker, revealing a 3' diameter circular passage that extends up to 30' through the wall and out the other side, as the spell *passageway*. The shield will fall from the wall after 6 turns, or earlier if **dispelled**; any creatures within the passage at that time will be ejected from the nearest end. Once the shield falls from the wall, it loses all of its magical properties.

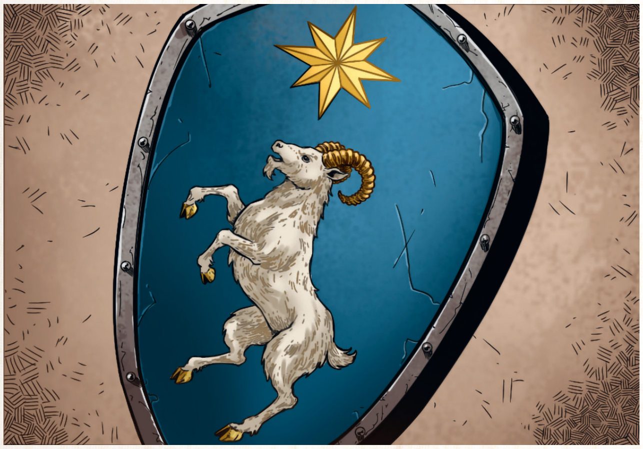
Shield +1, Ram and Star

Base Cost 21,500gp: Shield +1 5,000gp; 1/week choice of 4th level esoteric effect, *Battering Ram* 2nd level effect, or 2nd level effect = effective 5.5th level esoteric effect 16,500gp. Apparent Value 660gp.

The blue field of this kite **shield +1** is painted with a rampant white ram with golden horns facing upwards to an eight-pointed gold star: the arms of House Abele of Rorn. King Willeam, a great son of this house, bore such a shield. Willeam formed a rare and lasting alliance with the dwarves of the Jutting mountains, deeply impressing the clan chiefs by having not only slain both a Báleygr lord and a red dragon but also having proven himself a capable engineer in the ensuing reconstruction.

The back of the shield is inscribed with a short oath in Rornish to defend against the wicked and to thwart evil. Once per week, by reciting this oath, the shield's bearer can activate its powers. The bearer chooses which power to activate by emphasizing one or the other imperatives in the oath. Emphasizing defense against the wicked causes the shield's star to shine white with bright light to a 15' radius, and dim light to a 30' radius, as the spell *illumination* lasting for 12 turns. The star's glow produces a 10' radius aura which prevents enchanted creatures from entering and provides a +1 bonus to AC and saving throws against evil creatures, as the spell *holy circle, sustained*.

Emphasizing victory over evil causes a spectral ram to leap forth from the shield's face and charge up to 120' to unerringly strike the first thing in its path, as targeted by the bearer. If the target is a creature or object, it suffers 3d6 damage and is knocked **prone**; a successful Blast saving throw prevents knockdown and reduces damage by half. If the target is a structure larger than man-sized, it is struck as the spell *battering ram*, suffering 1d4 if stone or 1d4×5 if wooden; the resulting shrapnel deals 3d6 damage to creatures within a 5' radius, or half that to creatures that succeed on a Blast saving throw.



Shield +1, Shade

Base Cost 15,000gp: Shield +1 5,000gp; Permanent (1/turn) cantrip effect 5,000gp; 1/day *Tenebrosity* 1st level effect 5,000gp. Apparent Value 850gp.

This ebony **shield +1** has a bronze and silver boss styled after an eclipse, depicting a full moon passing in front of the sun. The shield's bearer can walk in bright daylight as if in the darkest night. He never gets sunburned and he takes no damage from **sunbaked** weather. For most bearers this is an enchantment of limited utility, but for monsters such as vampires that are sensitive to sunlight, the shield is of immense value. Once per day, by speaking the command word "nightfall" in Ancient Zaharan, the bearer can create a large area of darkness at a target point or object within 180' for 7 turns, as the spell *tenebrosity*. The tenebrosity reduces any light to pitch blackness within 15' of the target point; bright light to dim light within 30' of the target; and dim light to pitch blackness within 30' of the target. The tenebrosity also blocks out **lightless vision**.

Shield +1, Starless

Base Cost 6,250gp: Shield +1 5,000gp, consume for single charge *Teleportation* 5th level effect 2,500/2 = 1,250gp. Apparent Value 660gp.

This round **shield +1** is black with tiny spots of white around the rim; an astrologer or navigator can identify it as depicting a starless patch of darkness known as the Void. Named by sages as the twelfth constellation of the zodiac, the Void is reputedly something far more sinister. Some say it is a remnant of a time when the stars were dying out. Others call it the closed eye of the Cosmarch, lidded until the Awakening, when it shall open to reveal a second sun. Some, cultists of shadow, claim it is a portal to the Outer Darkness itself… and it is they who created the **starless shield**.

Should the bearer of the shield clearly visualize a location in his mind's eye while touching a target with the face of the shield, the target will be immediately sucked into the Void and spat out elsewhere, as the spell *teleportation*. (To target himself, the bearer can touch the face of the shield with his free hand.) If the target is willing, it is automatically teleported when touched. If the target is unwilling, the bearer must first make a successful attack throw with the shield to touch it; the target may then make an Implements saving throw to resist it. If the save fails, the target is teleported; if the save succeeds, or the bearer's attack misses, the target is unaffected. In most cases, a teleported target arrives at the intended destination, but with ill luck or poor visualization the target might possibly end up nearby, faraway, or… nowhere at all. Whether the target is successfully teleported or not, the shield itself is sucked into the Void a moment later, folding inward as if under massive pressure, compressing smaller and smaller until nothing remains.

Shield +1, Steady

Base Cost 17,000gp: Shield +1 5,000gp; Permanent (1/hour) 1st level effect 12,000gp. Apparent Value 660gp.

The rim of this small round **shield +1** is painted in blurred blue streaks. When its wielder is caught off-guard, the shield shifts to block attacks seemingly of its own accord, granting its wielder an additional +2 bonus to AC when he is **disordered**, **flanked**, or **vulnerable**.

Shield +1, Stonebreath

Base Cost 6,500gp: Shield +1 5,000gp, consume for single charge 6th level effect 3,000/2 = 1,500gp. Apparent Value 660gp.

This round **shield +1** has a molded iron boss depicting an angry bull's head with gaping maw and flared nostrils. When the wielder speaks its command word, the head will snort out a violent tempest of dust and grit in a cone 60' long by 10' wide. Any living creature caught within the cloud's area must make a Paralysis saving throw. If the save succeeds, the creature feels a momentary stiffening of its muscles, but the spasm passes with no other effect. If the save fails, the creature feels its flesh, sinew, and bone beginning to stiffen. 1 turn later, the creature becomes **petrified** as per the spell *petrification*. The transformation can be **dispelled** before it completes, but once the creature has turned to stone, it can only be restored by the spell *depetrification* or ritual magic. Once the shield's power is used, the bull's mouth seals and the shield loses all of its magical properties.

Shield +1, Unbroken Line

Base Cost 24,000gp: Shield +1 5,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 700gp.

This rectangular **shield +1** is painted with a bright gold eagle holding twin lightning bolts. Its bearer is able to ensure his place in the shieldwall is as firm as the Unbroken Line of palisades, forts and watchtowers that guards the Empire's borders; he receives a +4 bonus on saving throws to resist being **grabbed**, **restrained**, **wrestled**, overrun, forced back, or otherwise involuntarily moved.

> *I swear, by the Light and Law of Ammonar, and by the Majesty of the Exalted Tarkauns, to serve with fidelity, to fight with courage, and to die with honor, beneath the standard of the Auran Empire.*
>
> **Auran Military Oath**

Shield +2, Discovery

Base Cost 40,500gp: Shield +2 15,000gp; 1/week choice of *Locate Place of Power* 6th level effect or *Lay of the Land* 5th level effect = effective 8.5th level effect 25,500gp. Apparent Value 660gp.

This hammered bronze **shield +2** shines like the sun, each dimple in its metal shaped and polished with the deliberate artistry of chiseled sculpture rather than the mechanical necessity of hammered smithwork. Once per week, by laying the shield on the ground, speaking the appropriate command word, and concentrating on the shield's dimples until a glowing pattern of light emerges, the bearer can divine the location of certain points of interest nearby.

If the bearer speaks the command words "*omma telë*" ("hunt for power" in Classical Auran) and concentrates for 1 turn, the pattern of dimples will reveal the direction and distance to most potent place of power (or to the most potent place of a particular type) within 12 miles, as the spell *locate place of power*.

If the bearer speaks the command words "*omma dorosë*" ("hunt for home" in Classical Auran) and concentrates for 3 turns, the pattern may instead reveal the direction and distance to monster lairs within 3 miles, as the spell *lay of the land*. The Judge should make a Searching proficiency throw on behalf of the bearer, with a target value of 4+ or 2+ if the bearer has Land Surveying proficiency. If the throw fails, the pattern fades and the effect ends. If the throw succeeds, the bearer learns the direction and approximate distance to the nearest unrevealed lair. He can continue searching for other lairs by continuing to concentrate, receiving an additional throw every 3 turns. The throw automatically fails if there are no lairs in range, or if all lairs within range have been revealed by the spell.

Shield +2, Mageslayer's

Base Cost 37,000gp: Shield +2 15,000gp; 8 charges choice of *Sphere of Invulnerability, Lesser* 4th level effect or *Sphere of Invulnerability, Greater* (6/2 =) 3rd level effect = effective 5.5th level effect 22,000gp. Apparent Value 660gp.

This rectangular **shield +2** is painted with a black sunburst on a white field, with an array of smaller stars painted around it in golds and greys. Designed to allow fighters to dispatch mages in close combat, shields of this kind are also prized by martial spellcasters such as crusaders and spellswords.

By rapping his weapon against the interior of the shield, the bearer can create a sphere of invulnerability to magic. One rap produces a lesser sphere of invulnerability that protects against spells of 3rd level and below for 7 rounds. Two raps in quick succession produces a greater sphere of invulnerability that protects against spells of 4th level and below for 11 rounds. In either case, the sphere prevents spells of the listed levels from penetrating a 5' spherical radius around the shield bearer; the area of effect of any such spells will exclude the sphere's area. The sphere does not restrict spells from being cast out.

The mageslayer's shield is a charged item. Each rap on the shield consumes one charge, so creating the lesser sphere uses a single charge, while creating the greater sphere uses two; the shield is found with 1d8 charges remaining. The shield retains its +2 bonus when its charges are consumed.

Shield +2, Second March

Base Cost 51,000gp: Shield +2 15,000gp; Permanent (1/hour) 3rd level effect 36,000gp. Apparent Value 1,300gp.

The rim of this 3' diameter **shield +2** is adorned with six equidistant zombie heads with onyx eyes, their mouths biting the shield edge while the iron fingers of a hand reaches over the rim between each. During the morale phase of each round, the shield will animate each and every corpse with less than 9 Baseline Hit Dice within 30' as a zombie, until it has animated a total of 10 HD of zombies. The shield will start by animating the closest corpse; if two corpses are equidistant, it will animate the one with fewer HD, or otherwise choose randomly. The shield will not animate a corpse if doing so would result in more than 10 HD of zombies under its effect.

The shield's bearer can give the animated zombies orders on his initiative any time they are in line of sight. Complex or extensive orders require the bearer to expend action in lieu of moving, but simple orders ("protect me!") do not require an action. The animated undead will mindlessly obey whatever orders they are given to the best of their (limited) ability. If the shield has no bearer, the zombies will attempt to protect the shield against all who approach it, regardless of prior orders. The zombies animated by the shield do not have to remain within 30' but will crumble to dust after 6 turns if they remain more than 30' away from it.

> *After the battle, the general must see that the bodies of the dead are consigned to flame. By the burning of a battle-pyre, he proves his piety to the gods, for the fires will release the souls of the fallen to their blessings; he proves his prudence to his liege lord, for the burnt dead cannot corrupt the field with the taint of evil; and he proves his wisdom in strategy, for ash and dust cannot be roused by the enemy's necromancers.*
>
> **Ulkyreus,** ***Manual of War***

Shield +2, Seer's

Base Cost 30,000gp: Shield +2 15,000gp; 6 charges *X-Ray Vision* 5th level esoteric effect 15,000gp. Apparent Value 800gp.

The concave interior of this large round **shield +2** is painted with an image of a one-eyed seer gazing over a fortress. When the wielder holds the shield in front of himself and touches the seer's eye, the image changes to reveal what is hidden beyond the shield, as the spell *x-ray vision*. With 1 turn of maintaining concentration, the wielder can closely investigate a 10' × 10' × 10' zone he is in or adjacent to, automatically discovering the contents of chests, the location of secret doors or traps, or other hidden objects in the zone. The *x-ray vision* can penetrate flesh, stone, earth, or wood within the zone, but not bone or metal; even a thin layer of lead blocks it. The image returns to normal when the wielder's concentration is broken. Seer's shields are typically found with 1d6 charges remaining. Each use of the shield's power consumes one charge; after the last charge is used, the image on the interior depicts a blind eyeless seer.

Shield +2, Shining Silver

Base Cost 31,000gp: Shield +2 15,000gp; Choice of Permanent (1/hour) *Illumination* 1st level esoteric effect 12,000gp or 1/hour *Blinding Flash* 1st level effect 8,000/2 = 4,000gp. Apparent Value 1,100gp.

This round **shield +2** has a silvered face with a polished, reflective finish. A small emblem of the sun lies within the inner lip; touching the emblem will cause the shield to emit bright light within 15' and dim light for a further 15', as the spell *illumination*. The light lasts until the emblem is touched again. Once per hour, by orienting the shield in the desired direction while speaking the word command word "Audar" (morning light) in Classical Auran, the bearer can emit a blast of light which explodes brilliantly at a target point within 90'. All creatures within 10' of the target point must succeed on a Blast saving throw or suffer 1d6🔥 damage and be **blinded** until the start of the bearer's next initiative, as the spell *blinding flash*. When the shield emits a *blinding flash*, it loses the ability to emit both illuminating and blinding light for 6 turns.

Shield +2, Sphinx's

Base Cost 63,000gp: Shield +2 15,000gp; 1/hour 6th level effect 48,000gp. Apparent Value 660gp.

This round **shield +2** is brightly painted with a snarling sphinx. Once per hour, if the wielder strikes the front of the shield with his own weapon, it will emit a roar as loud as a *fireball*, and nearly as terrifying as that of a true sphinx. Each creature of less than 9 HD in earshot (90' in normal environments), other than the wielder himself, must make a Paralysis saving throw. If the save fails, the creature becomes **frightened**. Even if the save succeeds, the creature **falters** if it has less than 2 HD. The fear lasts for 1 turn, unless **dispelled** sooner.

Shield +2, Storms

Base Cost 58,000gp: Shield +2 15,000gp; Permanent (1/hour) *Energy Protection* 2nd level effect 24,000gp; Permanent (turn/level) 1st level effect 19,000gp. Apparent Value 660gp.

This round **shield +2** has a large copper boss, while the surrounding wood is painted with simple ideograms of storm clouds. Any creature who grips the shield's handle immediately feels a mild electric shock that causes his hairs to stand on end. In combat, the shieldbearer's body moves with the quickness of lightning. He gains a +1 bonus to surprise and initiative rolls when he is not casting spells, as the Combat Reflexes proficiency. The bearer's body becomes charged with the shield's strange energy, making him **resistant** to mundane and extraordinary electrical damage, as the spell *energy protection*, for as long as he carries it.

Shield +2, Strategos

Base Cost 58,000gp: Shield +2 15,000gp; Permanent (turn/level) 1st level effect 19,000gp; 3/week not more than 1/day (periodic with cooldown) 6th level effect 24,000gp. Apparent Value 660gp.

The painted grid on this rectangular **shield +2** divides it into 64 multicolored spaces, many of them occupied by stylized representations of the heroes, units, and monsters that fought in the Empyrean War. Those who succeed on a Military Strategy proficiency throw will recognize the board configuration from the Auran strategy game *kyrpeges*, shown one move before a brilliant victory by white. The shieldbearer will typically recognize the board setup upon picking it up, as the shield grants one rank of the Military Strategy proficiency to its wielder.

Thrice per week (but not more than once per day), by speaking the phrase "your move", the bearer can telekinetically slide up to 5 target creatures within 360' over the ground, maneuvering them as if they were pieces on the game board. Willing targets are automatically affected, but unwilling targets can resist being affected with a successful Implements saving throw. Each affected target can be moved up to 20' horizontally in any direction of the bearer's choice. Targets can be moved even if they begin engaged or become engaged during the move and even through friendly or hostile creatures provided there is sufficient space for passage of lines, but cannot be moved into or through impassable obstacles or terrain. The targets must begin the move in line of sight and range of the bearer and cannot be moved out of LOS or range.

The bearer can continue to move up to 5 target creatures each round for up to 5 additional rounds after the first (6 rounds total). He can target the same or different creatures each round. Unwilling targets receive a saving throw against each attempt to move them. Moving the targets on subsequent rounds counts as an action in lieu of movement for the bearer.

> *Xenocrates had mastered the game in his youth; and at once he recognized the configuration of the board emblazoned upon the shield as being a representation of the Battle of Morgot, in the hour of holy triumph when the orichalcum charioteers of Aura put to flight the sorcerer-king of Zahar.*
>
> Xenocrates, *The Long March*

Shield +3, Missile Turning

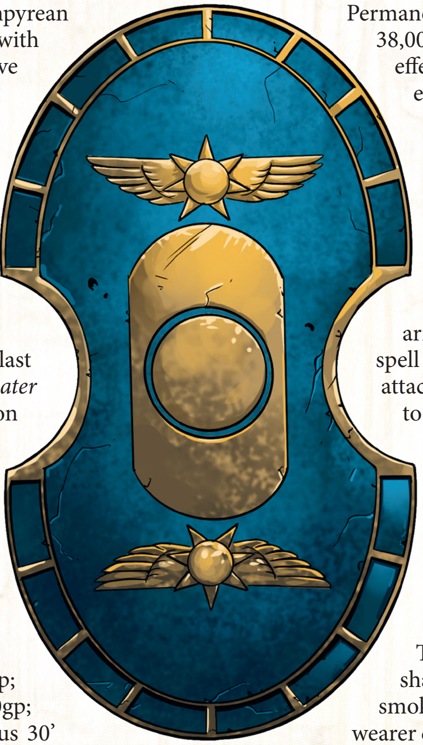
Base Cost 83,000gp: Shield +3 35,000gp; Permanent (1/hour) 4th level effect 48,000gp. Apparent Value 1,100gp.

This round bronze **shield +3** is gilded in spirals, the curves unconnected to each other but so closely packed that no clear line can be found from edge to center. Its bearer and his comrades could have an entire army empty their quivers against them with no consequence beyond the arrows blocking their view of the sky: missile attacks dealing mundane damage directed at the bearer and those within 5' of him are deflected, missing their target in the same way as the spell *deflect ordinary missiles*. If a deflected attack has an area of effect, roll for scatter to determine the direction and distance deflected; the bearer and his allies can still be harmed if they are in the area of effect after deflection. Attacks made with silver weapons are not deflected by the shield's power.

Shield of the Empyrean Heavens

Base Cost 228,000gp: Shield +4 65,000; Permanent (1/hour) *Greater Blast Ward* 6th level effect 72,000gp; Permanent (1/3 turns) 4th level effect (critical hit immunity) 76,000gp; 1/day *Holy Prayer* 3rd level effect 15,000gp. Apparent Value 11,000gp.

This legendary **shield +4** was brought down from Mt. Audarammas by Azendor, prophet of Ammonar, and used by a succession of heroes during the Empyrean War. Like other shields from that archaic era, the shield of the empyrean heavens is approximately 3' in diameter, with scooped indentations on either side that give it an hourglass-like shape. It is faced with orichalcum and painted with the symbol of the winged sun. The bearer is **immune** to all bonus damage and effects normally triggered upon an attack throw with an unmodified die roll of 20, such as from the weapon focus proficiency, the vicious decapitating bites of certain dragons and cacodemons, or the **vorpal sword**. The bearer and all creatures within 5' of him are **immune** to damage and effects caused by blast spells and spell-like abilities, as the spell *greater blast ward*. Once per day, by clanging his weapon against the shield, the bearer can enable 5 allies within 90' to move at double their normal speed and make one additional attack on their next initiative, as the spell *holy prayer*. Due to the potency of its enchantment, even most artifact weapons have no chance to sunder the shield.



Shield of the Iron Curtain

Base Cost 126,000gp: Shield +3 35,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 6th level effect (AC bonus 30' radius) 72,000gp. Apparent Value 1,500gp.

This distinctive round steel **shield +3** has its spiked boss crafted to depict the roof of a mighty gold-topped citadel viewed from above, ringed on the shield's face by layer upon layer of gleaming silver walls with bronze-armored dwarves behind them. The rear of the shield is wholly engraved with a spiral of dwarven litanies of protection and warding. Borne with distinction by a succession of Meniran heroes during the Beastmen Wars, the legendary shield's deeds inspired the dwarven military cadence *Asleep Behind the Iron Curtain*. The shield is carried like a natural extension of its bearer's arm, instantly readied to turn aside blows, granting him the benefits of the Fighting Style (weapon and shield) proficiency. Every dwarf within a 30' radius of the shield receives an additional +1 bonus to their AC (including the shield's wielder, if a dwarf); if carried on the battlefield, this bonus is granted to up to a company-sized unit of dwarves while the wielder is attached to the unit. This AC bonus is lost if the bearer is slain or drops the shield.

Starforged Suit

Helmet Base Cost 119,500gp: Permanent (1/day) *Lightless Vision* 3rd level effect 22,500gp; Permanent (1/hour) *Discern Invisible* 2nd level effect 24,000gp; Permanent (turn/level) 1st level effect 19,000gp; Permanent (1/hour) 6th level esoteric effect 72,000/2 = 36,000gp; Permanent (1/hour) 3rd level effect 36,000/2 = 18,000gp. Helmet Apparent Value 6,000gp.

Armor Base Cost 146,000gp: Plate armor +3 35,000gp; Permanent (1/3 turns) *Ogre Strength* 2nd level effect 38,000gp; Permanent (1/3 turns) *Leaping* 1st level effect 19,000gp; Permanent (1/hour) 6th level esoteric effect 72,000/2 = 36,000gp; Permanent (1/hour) 3rd level effect 36,000/2 = 18,000gp. Armor Apparent Value 12,000gp.

This gleaming black suit of **plate armor +3** appears to be of strange otherworldly make. The armor's plates form a single seamless segmented shell from gauntlets to boots, leaving only the wearer's head exposed. The armor imbues its wearer with great might, as the spell *ogre strength*. He gains a +2 bonus to melee attack throws and melee damage rolls and a +8 bonus to Dungeonbashing throws. He can strike with the gauntlets of the suit for 1d4 🔨 damage, and can carry an extra 10 stone at his maximum encumbrance. He can spring up to 10' vertically or 30' horizontally from a standing start, bound with an effortless agility that grants a +8 bonus on Acrobatics throws, and travel without rest, as the spell *leaping*.

The armor's matching **helmet** has a smooth shape that completely obscures the face, with smoke-tinted crystal panes situated over the eyes. Its wearer can see in pitch darkness as if holding a dim light source to a range of 60', and detects any invisible creatures within 90' as translucent shapes, as the spells *lightless vision* and *discern invisible*. The helmet amplifies the wearer's voice with hard, unquestionable authority. Henchmen and troops he leads gain a +2 bonus to morale, as the Command proficiency.

When worn together, the armor and helmet seal into a flush, airtight fit, supplying the wearer with fresh air. The wearer becomes **immune** to the effects of **frigid** and **sweltering** temperatures, as well as all harmful vapors and gasses or deleterious effects that rely on smell or inhalation, such as the *cloud of poison* spell, the fetid gas or poison vapor of a dragon's breath, the stench of a troglodyte, or the sulfurous fumes of volcanic gas.

The suit entered history on the back of an unknown hulk of a man, a silent warrior whose fanatical focus on destroying monstrous creatures awed the adventuring parties that encountered him. The armor and helm vanished with the warrior when he descended alone into a subterranean sinkhole of evil, unmoved by his companions' warnings that they could follow him no further.

The dwarves had a vaultlord, a great king he would be.
He sent word to his captains, and mustered the army.
They'd march upon the goblins, ogres and bugbears.
Sweep them from the land, and drive them from their lairs.
The dwarves took up their axes, the captain brought his shield.
And two of them dragged Bollum, from sleep he wouldn't yield.

Asleep Behind the Iron Curtain

3

ITEM CREATION

ITEM CREATION

Magic research projects include researching spells, scribing scrolls, brewing potions, crafting charged and permanent magic items, crossbreeding monsters, creating necromantic servants, designing and building constructs, and learning and casting ritual spells. The exact type of research projects a character can undertake is determined by his class, level, and proficiencies. This section details and expands the rules for crafting magic items; general rules and those for other projects can be found in the ***ACKS II Revised Rulebook***.

POWERS, BONUSES, EFFECTS, AND SPELLS

Each magic item has an **item type** (such as oil, wand, weapon, etc.) and one or more **powers** that differentiate it from an ordinary item of that type. Some item types are **consumable** and are destroyed when their powers are used, but most are **non-consumable**. Each power can consist of one or more **effects**. Some effects are straightforward **bonuses** that apply either universally or conditionally. Most effects, however, are based on **spells**, either existing spells known to casters or unique spells designed for the item. Each effect has an **effect type** which determines the manner and frequency of effect use. The Effect Types are detailed below in their own section. For convenience, items are often referred to by their effect type. For instance a "charged item" is one with powers that are charged effects.

The combination of **item type** and **effect type** together determine the effect's activation method, duration, caster level, usage requirements, and usage time for the effect. For instance, a **potion of water breathing** and a **scroll of water breathing** have one power with the same effect (*water breathing*) and effect type (charged item). But because they are different item types (potion vs. scroll), the activation method, duration, usage requirements, and usage time for the two items are very different.

RESEARCHER REQUIREMENTS

At 5th level, spellcasters can scribe scrolls and brew potions. Some classes trade these powers off, gaining one at 3rd level and the other at 7th. At 9th level, spellcasters can create other types of magic items, such as implements, rings, and swords. In order to create a magic item, the spellcaster must have the spell(s) that replicate the magic item's effect(s) in his repertoire, or must find a sample or formula of the item. If a magic item has any effects that do not compare to any existing spell, the spellcaster must either research a new spell that will produce the desired effects, or he must find a sample or formula of the item. Creating a magical weapon or set of armor with a permanent bonus doesn't require any spell to be known, however.

An arcane spellcaster can make any type of magic item except those with healing effects. A divine spellcaster can only make items his class is eligible to use. For instance, a 9th level bladedancer could create a **sword +1**, **leather armor +1**, or **staff of the healer**, but not a **bow +1** or **wand of fireball**.

Casters must use magic experimentation in order to create an activated or permanent item containing esoteric spells, or a permanent weapon or armor bonus greater than +3, as detailed in ***ACKS II Revised Rulebook*** p. 408 – 409.

COST REQUIREMENTS

Every research project to craft a magic item has a **component cost**, a **material cost**, and a **research cost**, each measured in gold pieces. In magic item projects the three costs are equal, such that a project's material cost equals its component cost equals its research cost. This shared value is called the research's **base cost**. The base cost of creating a magic item is generally based on the total cost of the effects of its powers, calculated as shown on the Base Cost by Effect Type table. (Certain exceptions apply to this general formula, which are detailed later.)

EXAMPLE #1: A **scroll of slumber** has one power (allowing the reader to cast *slumber*) consisting of one effect (*slumber*) with the one-use effect type. As a one-use effect of a 1st level spell, the base cost is 500gp × 1 = 500gp. Since that's the only power imbued into the scroll, the scroll has a base cost of 500gp, too. The material, component, and research cost of the scroll are therefore 500gp each.

EXAMPLE #2: A **ring of fast talk** has two powers (improving the wearer's ability to bargain, and improving the wearer's ability to perform certain hijinks). Each power consists of one 1st level effect based on a spell with a duration of 1 turn/level. The base cost of each effect is therefore 500gp × 1 × 38 = 19,000gp. With two such powers, the ring's base cost is 38,000gp. The material, component, and research cost of the ring are therefore 38,000gp each.

Ring of the Crypt Keeper

EFFECT TYPE	BASE COST
One Use Effect	500gp × spell level
Charged Effect	500gp × spell level × charges
Activated Effect 1/week	500gp × spell level × 6
Activated Effect 2/week*	500gp × spell level × 7
Activated Effect 3/week*	500gp × spell level × 8
Activated Effect 1/day	500gp × spell level × 10
Activated Effect 2/day**	500gp × spell level × 11
Activated Effect 3/day**	500gp × spell level × 12
Activated Effect 1/hour	500gp × spell level × 16
Activated Effect 1 / 3 turns	500gp × spell level × 25
Activated Effect 1/turn	500gp × spell level × 33
At-Will Effect	500gp × spell level × 50
Permanent Effect (from effect ≥ 1 day)	500gp × spell level × 15
Permanent Effect (from effect ≥ 1 hour)	500gp × spell level × 24
Permanent Effect (from effect ≥ 3 turns)	500gp × spell level × 38
Permanent Effect (from effect ≥ 1 turn)	500gp × spell level × 50
Permanent Effect (from effect by turn per caster level)	500gp × spell level × 38
Permanent Bonus +1	5,000gp
Increase bonus from +1 to +2	+10,000gp
Increase bonus from +2 to +3	+20,000gp
Increase bonus from +3 to +4	+30,000gp
Increase bonus from +4 to +5	+40,000gp
Increase bonus from +5 to +6	+50,000gp
Increase bonus from +6 to +7	+60,000gp

* But not more than 1/day
** But not more than 1/hour

EFFECT TYPES

There are six different types of effects – one-use effects, charged effects, activated effects, at-will effects, permanent effects, and permanent bonuses. Each has different restrictions and costs.

ONE-USE EFFECTS

A **one-use effect** can only be imbued in a potion or a scroll. Its duration, caster level, usage requirements, and usage time are determined by the type of item. Any other one-use effect that is not a potion or scroll is actually a miscellaneous charged effect with only one charge (discussed below).

Potions

A potion is an ingestible liquid whose effects begin the same round it is quaffed. A potion's duration is the same as that of the spell it grants, to a maximum of 1d6+6 turns; potions of spells with instantaneous duration (such as most curative potions) remain instantaneous. A potion's caster level is equal to the minimum caster level to cast the spell it grants.

Drinking a potion or pouring a potion down a helpless combatant's throat requires a combat action. Potions typically affect the drinker directly; potions allowing the drinker to affect others (such as a **potion of dragon control**) are esoteric and require riskier magic research to create.

An oil is an ointment or lotion whose effects begin the same round it is applied topically to a creature, object, or area. Apart from being applied rather than ingested, an oil functions exactly like a potion.

Some items physically resemble potions or oils, but do not follow the above constraints (e.g. **oil of ooze**, **oil of the secret fire**). These are not true potions, and can only be created by spellcasters capable of creating permanent items.

Scrolls

A **scroll** is a piece of parchment, papyrus, or similar material, covered in magical writings that produce an effect when read. Scrolls can be spell scrolls, cursed scrolls, or warding scrolls. Regardless of type, scrolls cannot be used or triggered by a character who is unable to read the language in which the scroll is written unless he has the Scrollreading power.

- Spell scrolls can only be used by spellcasters who have the spell in question on their class list, or by characters with class powers that allow them to use scrolls. Spell scrolls produce the effects of the spell in question at minimum caster level and for the spell's normal duration when read aloud. Reading a spell scroll aloud is a full-round action which must be declared before initiative and which can be disrupted as if it were a spell cast from the caster's own repertoire. If the reader is disrupted, the spell scroll is consumed without the spell taking effect.

- Warding scrolls can be used by any character, but can only contain a subset of protection effects. They otherwise function like spell scrolls.

- Cursed scrolls can afflict any character who so much as glimpses their text. Cursed scrolls immediately attempt to inflict their curse upon the reader, with no vocalization necessary.

As with potions, some items resemble scrolls in form but not in mechanical function. These are not true scrolls, and can only be created by casters capable of creating permanent items.

CHARGED EFFECTS

A **charged effect** can be imbued in any type of non-consumable item. Its caster level, usage requirements, and usage time are determined by the type of item. If a charged item has multiple spell effects powered by the same charges, use the base cost for the highest-level spell effect, plus half the cost for the next spell effect, one-quarter the cost for the third spell effect, and one-eighth cost for each additional effect, to account for the diminished proportional value of each additional choice. There are four types of charged items – wands, rods, staffs, and miscellaneous items.

Wands

Wands are 1' to 2' long batons that weigh 1/6 stone. When created, a wand must have at least 10 and no more than 20 charges. The effects of a wand are at minimum caster level +1 for the effect. Wands can only be used by arcane spellcasters.

Rods

Rods are 2' to 4' long shafts that weigh 3/6 stone. When created, a rod must have at least 6 and no more than 12 charges. The effects of a rod are at minimum caster level +2 for the effect. Rods can be used by either or both arcane or divine spellcasters, as decided during their creation.

Staffs

Staffs are 6' long, 2" thick poles that weigh 1 stone. When created, a staff must have at least 15 and no more than 30 charges. The effects of a staff are at minimum caster level +3 for the effect. Staffs can be used by either or both arcane or divine spellcasters, as decided during their creation. Some staffs also function as magic weapons; a character proficient in wielding a staff as a weapon can use them as such regardless of spellcasting ability but will be denied the staff's other powers.

Miscellaneous

Any other items made as charged items must weigh at least 1/6 stone. The effects of a miscellaneous charged item are at minimum caster level for the effect. Miscellaneous charged items can be used by either or both arcane or divine spellcasters, or by specific classes, as decided by the creator. While such items usually are categorized as miscellaneous magic items in the treasure tables, sometimes because of their form they are categorized as armor, rings, weapons, potions or scrolls.

ACTIVATED EFFECTS

An **activated effect** can be imbued in any type of non-consumable item. Any spell effect can be imbued as an activated effect. An activated effect can be **dispelled**, but the item's user can reactivate the effect, subject to its usage limits.

When creating an item with an activated effect, the creator must decide if the activation frequency is limited by period, cooldown, or both (see p. 56). Items with an activation frequency of 1/turn, 1 / 3 turns, or 1/hour virtually always have a cooldown. Items with an activation frequency of 1/day or 1/week usually have a cooldown but might activate by period. Items with an activation frequency of 3/day (but not more than 1/hour) or 3/week (but not more than 1/day) always have a periodic activation with cooldown.

AT-WILL EFFECTS

An **at-will effect** can be imbued in any type of non-consumable item. A spell effect can only be imbued into an at-will item if it has a duration of concentration. Instantaneous or limited duration effects cannot be made at-will! (See permanent effects, below, for a minor exception.) An at-will concentration effect can be **dispelled**, but the item's user can reactivate the effect the following round.

PERMANENT EFFECTS

A **permanent effect** can be imbued in any type of non-consumable item. Unlike other effects, a permanent effect cannot be **dispelled**, even temporarily, by any means short of destroying the item. A spell effect can only be imbued permanently if it has a duration of at least 1 turn (10 minutes) and if it only targets the wearer(s) or user(s) of an item, or the item itself, while it is worn or used. The cost of imbuing a permanent effect is based on the duration of the spell effect used.

EXAMPLE: *Clairaudiency* is a 3rd level spell with a duration of 12 turns. Imbuing *clairaudiency* as a permanent effect would have a base cost of 500gp × 3 × 24 = 36,000gp. The multiplier is ×24 because the duration is equal to or greater than 1 hour, but less than 1 day.

Sometimes an item might be imbued with a permanent effect that is not always desirable (an *illumination* spell, transformation, or illusion, for example). To avoid such inconvenience, the item can be constructed to allow the permanent effect to be activated and deactivated as if it were an activated effect, but without any usage limit.

PERMANENT BONUS

A **permanent bonus** can be imbued into armor, shields, weapons, and ammunition. 1 weapon, 5 darts, or 20 arrows, bolts, and slingstones can be enchanted as one item. Magical weapons and armor can only be used effectively by a character proficient in wielding or wearing the equipment in question. A character not proficient in their use treats them as having no bonus to attack throws, damage, or AC, and cannot benefit from any other powers of the item.

The cost of a permanent bonus is based on the total bonus granted; the costs are cumulative per point. Permanent bonuses cannot be **dispelled**. A permanent bonus above +3 requires experimentation; see ***ACKS II Revised Rulebook*** p. 408–409 for details.

If the item has a conditional bonus that is restricted to a particular class or type of opponents, the extra bonus is only half the base cost. If the bonus applies versus two kinds of opponents the bonus is three-quarters the base cost. If the bonus applies against three kinds of opponents, it is seven-eighths the base cost. (Items with conditional bonuses against three opponent types are rare except in legendary items where the fractional savings might be enough to purchase a small castle!)

A list of opponent types can be found in the Creature Type table on p. 51. Note that a bonus against summoned creatures has the base cost of a bonus against two types of opponents (three-quarters base cost), while a bonus against any/all opponents of a given alignment has the base cost of a bonus against three types of opponents (seven-eighths base cost). The Judge can create or approve other types or unusual groupings if desired. Groups that are broad enough to count as multiple types should be costed accordingly.

If the item is also enchanted with spell-like effects, the spell-like effects are enchanted separately using the cost and time for charged, activated, or permanent effects, detailed above.

At the Judge's discretion, ritual effects imbued into an item might violate some or all of these limits.

ADVANCED RULES AND ADDITIONAL CONSIDERATIONS

This section offers advanced rules for crafting magic items, building on the basic examples introduced earlier. These approaches introduce greater complexity to the design process, providing more options for precise mechanical adjustments. These options are intended for use by adventurers engaged in magic research – but only with the Judge's approval. Some options have elaborate advice about their intended use with explicit warnings of potential problems! While we have not provided an exhaustive set of examples for every option, the ***ACKS II Treasure Tome*** follows both the rules and the advice. The items in this book therefore define the rough boundaries of the intended design space.

Alternate Effects of Powers

Most items are designed so that each power has its own effect, and each effect is a separate power that functions independently. This approach is so common that, in most cases, power and effect are synonymous. Some magic items, however, are designed so that one power has two or more **alternate effects**. (Even more rarely, items might have multiple powers each with alternate effects!)

When an item has one or more powers with alternate effects, the activation of a power for one of its effects precludes the use of that power's alternate effects until the power itself could be used again. It is less costly to imbue powers with alternate effects into an item than it is to imbue separate powers with separate effects that can be used all at once.

Alternate Effects With Shared Frequency

If an activated or permanent power has alternate effects, and all of the effects have the same frequency of activation, calculate the base cost of the power in the same manner as for a charged item: all of the alternate effects count as one effect with a spell level equal to the highest level spell effect, plus one-half the second highest level spell effect, plus one-quarter the third highest level spell effect, plus one-eighth of each other spell effect.

EXAMPLE: A **marvelous dwarven mechanism** has, in addition to various powers used separately, an activated power that can be used once per hour to cast one of two 2nd level effects or four 1st level effects. These alternate effects are treated as one effect with an effective level of 2 + (2 × 0.5) + (1 × 0.25) + (1 × 0.125) + (1 × 0.125) + (1 × 0.125) = 3.625. Since the power can be activated once per hour, it has a base cost of 500gp × 3.625 × 16 = 29,000gp.

Alternate Effects with Differing Frequency

When an activated or permanent power has alternate effects, and the effects have different frequencies of activation, calculate the base cost of the effects separately. The base cost of the power as a whole is equal to the base cost of the most expensive effect, plus one-half the next most expensive effect, plus one-quarter the third most expensive effect, plus one-eighth of each other effect.

However, for purposes of the item's magic research throw and workshop value, the effect level of the power is calculated in the usual manner based on the spell levels, e.g. with a spell level equal to the highest level spell effect plus one-half the second highest level spell effect plus one-quarter the third highest level spell effect plus one-eighth of each other spell effect.

The use of one effect precludes the use of the alternate effect for the appropriate amount of time. In cases where one effect can be used multiple times during a period (e.g. "thrice per day"), using it even once precludes using the alternative until the period expires.

EXAMPLE: Selene wishes to create an activated item that is a variation on the standard **ring of invisibility**. Selene's ring can be used once per turn to grant the wearer *invisibility* (a 3rd level effect). In addition, once per day the ring can conceal a group of nearby creatures (a 5th level effect). The base cost for a 1/turn 3rd level effect is 49,500gp. The base cost for a 1/day 5th level effect is 25,000gp. Accordingly, Selene's project has a base cost of 49,500 + (25,000 / 2) = 62,000gp. Since it offers an alternate use of a 5th or a 3rd level effect, it counts as a 5 + (3 / 2) = 6.5th level effect for purposes of magic research throws and workshop value. Neither power can be activated if *invisibility* has been activated within the last turn or if *group invisibility* has been activated within the last day.

Had Selene designed her ring such that the *invisibility* activated thrice per day rather than once per turn, the item would cost much less. However, she would be unable to activate the ring's *group invisibility* unless all three daily uses of the lesser effect remained.

Alternate Effects with Extended Duration

If an activated power has alternate effects, and the duration of any of those alternate effects extends past the point at which the power could be activated again, activating one of the alternate effects of the power will end the existing effect. However, this does not end perpetual effects, as these are sustained by the item.

EXAMPLE: Imagine an item can be activated once per hour to cast one of two spells, *clairaudiency* or *clairvoyancy*, both of which have 12 turn (2 hour) durations. If the item is used to cast *clairaudiency* and then 7 turns later is used to cast *clairvoyancy*, the *clairaudiency* will immediately expire, even though its duration would otherwise have continued for 5 more turns.

Alternate Effects with Variable Charges

A charged item can be designed so that some of its effects require more charges to activate. For purposes of calculating the base cost of the effect, divide each effect's spell level by the number of charges it uses. For purposes of the magic research throw and required workshop value, the spell level of the project will never be less than that of the highest level spell involved.

However, an implement with alternate effects using variable charges cannot be created if its base cost would be less than the base cost of an implement with the minimum number of charges for any spell it contains. (A miscellaneous charged item is permitted, but not an implement. Implements are advantaged by a caster level that is +1 to +3 levels higher compared to other items, see p. 289.)

EXAMPLE: Braig wishes to create a wand that can cast either the 1st level spell *shatter blade* or the 4th level spell *plant growth*. Braig decides *plant growth* will require four charges to activate. The effect level is therefore (4 / 4) + (1 × 0.5) = 1.5th level. With a maximum of 20 charges, the wand's base cost would be 1.5 × 20 × 500gp = 15,000gp. But that's a problem! The base cost of the wand would be less than the base cost of a wand with 10 charges of *plant growth* (4 × 10 × 500gp = 20,000gp).

Braig has two options. First, he could create a miscellaneous charged item instead of a wand. He'd give up the +1 bonus to caster level for an implement but could keep the base cost at 15,000gp. Second, he could change the cost. For instance, he could require only two charges to cast *plant growth*. The effect level would then be (4 / 2) + (1 × 0.5) = 2.5th level, and the base cost with 20 charges would be 25,000gp. That would meet the minimum base cost for it to be an implement.

Whichever approach Braig chooses, his project counts as 4th level for purposes of determining its required workshop value and the target value of its magic research throw.

ALTERNATE EFFECTS IN POTIONS

A potion or oil can offer the choice of at most two effects. This can either be a choice of effect chosen when drunk, varying depending on the drinker, or differentiated by some other mechanism. Some potions, such as a **potion of recuperation**, offer one effect when sipped and another effect when consumed entirely; in such cases the highest level spell must always require the consumption of a full flask or vial.

EXAMPLE: A potion of recuperation can be consumed to heal 3d6+3 points of damage. If consumed in thirds, each third will instead heal 1d6+1 points of damage. While these effects add linearly, others might not – a different potion might be consumed entirely to neutralize poison while partial consumption will only *delay poison*.

ALTERNATE CONSUMPTIVE EFFECTS

A permanent or activated item can be designed with a power that offers an alternate consumptive effect, that is, an effect that when triggered causes the item to consume itself in whole or in part. An **alternate consumptive effect** can only be triggered when the non-consumptive effect of the power could be used. A permanent power can be used for its alternate consumptive effect at any time, but an activated power can only be used for its consumptive effect at a time when its non-consumptive effect could be activated.

Compare the cost of the power's non-consumptive effect with the base cost of the alternate consumptive effect. (If the power retains some portion of its effect after consumption, compare the base cost lost to consumption to the base cost of the alternate consumptive effect.) Whichever has a lower base cost has its cost reduced by half.

EXAMPLE: Gunnar is designing a magic sword that can consume itself in whole or part in order to unleash one casting of the 6th level spell *panic*. The consumptive effect has a base cost of 3,000gp. He considers four different options for his design.

The first option is a straightforward **sword +1** (base cost 5,000gp). On activation of the consumptive effect, nothing will be left but shattered and warped steel. This option has a total base cost of 5,000 + (3,000 / 2) = 6,500gp.

The second option is a **sword +1, +2 versus giants**, (base cost 5,000gp for +1 and 5,000gp for the conditional +2). On activation of the consumptive effect, the sword loses its conditional bonus and remains a **sword +1**. This option has a base cost of 5,000 + 5,000 + (3,000 / 2) = 11,500gp.

The third option is a **sword +1** (base cost 5,000gp) with the ability to cast the 1st level spell *frighten humanoid* once per day (base cost 5,000gp). On activation of the consumptive effect, the ability to cast *frighten humanoid* is lost, but the weapon remains a **sword +1**. This option has a base cost of 5,000 + 5,000 + (3,000 / 2) = 11,500gp.

The fourth option is a **sword +1** that is identical to the third. However, on activation of the consumptive effect, the ability to cast *frighten humanoid* once per day is instead reduced to once per week (3,000gp base cost). The value of the power without the consumptive effect is thus (5,000 – 3,000) = 2,000gp higher. This option therefore has a base cost of 5,000 + 3,000 + (2,000 / 2) + 3,000 = 12,000gp.

APPROVING ALTERNATE EFFECTS

Charged items can be assigned alternate effects with little concern for game balance, as each effect will cost a charge regardless. Activated or permanent items with alternate effects require closer review by the Judge. Items offering a choice of combat spells that all might be useful in the same encounter should usually be permitted, but items that offer alternate effects during entirely unrelated modes of gameplay are often unbalanced. If an item allows a "choice" of two effects, where the two effects would never be chosen or needed at the same time, it's effectively an item that provides both effects, so it should have the cost of both!

EXAMPLE: Alice wishes to create a reversible cloak, grey on one side and green on the other; worn with the grey side out, it grants the Streetwise proficiency, while worn with the green side out it grants the Navigation proficiency. If the Judge approves the cloak as a permanent item with alternate effects, it would have a base cost of (19,000 + 19,000 / 2) = 28,500gp. However, the Streetwise proficiency is used in urban settlements while the Navigation proficiency is used in wilderness expeditions. Since these are two effects that rarely if ever would be used at the same time, the Judge determines that this item is not a valid case for alternate uses. Therefore the base cost would be calculated as 38,000gp with two 1st level permanent effects. Alice doesn't have 38,000gp in components, so she instead proposes a reversible cloak that grants either the Navigation or Passing Without Trace proficiency when worn. As those proficiencies are both useful in wilderness expeditions, the Judge approves the item.

CURSED ITEMS

A cursed item is an item intended to weaken, harm, or kill its end user, or to inconvenience him in some other way, such as turning him to stone or transporting him to a distant location without his consent. Cursed items are sometimes meant to be swapped with an existing item, magical or otherwise, that the intended victim wears or uses; others are made as treacherous gifts, as tests, or as traps for would-be thieves.

Whether made with typical curse spells such as *bestow curse* and *dark whisper* or made to burn, disintegrate, or transmogrify their victim, all cursed items can be identified as such with the spell *discern curse*. Any ongoing effects caused by a cursed item can be **lifted** by a sufficiently powerful spell, though injuries or death caused by the curse must be treated by other means. In deciding whether a particular effect should be susceptible to being **dispelled** or **lifted**, to avoid being punitive, any effect caused by a cursed item that could normally be **dispelled** can be either **dispelled** or **lifted**. Unlike ordinary perpetual effects, a *bestow curse* or other perpetual spell cast by a charged cursed item lasts until it is removed or the victim dies.

Most cursed items are made with only a single charge, consumed or rendered inert when triggered; a few, with subtler effects, are made to gradually worsen the target's life over time or to delude the user into believing they provide beneficial effects. Cursed weapons and armor made with a single charge can be made to function as weapons or armor +1 for no additional base cost, but retain no bonus once the effect has discharged. The Judge should not allow such a free bonus on an item he deems unlikely to trigger in regular use, as the resulting item would essentially be a normal magic weapon or armor at an unjustified discount.

Some items may become cursed after their creation, reflecting the hostile and uncontrolled environments in which they dwell; rules for this can be found in **Appendix C: Item Corruption**.

EXAMPLE: Fourth in line to inherit the seat of family power, Paebel plots the downfall of his cousins, commissioning cursed facsimiles of their possessions from secretive sorcerers and wizened witches. A sword is made to drive one cousin to madness in the midst of battle, unable to tell friend from foe and compelling him to fight to the last. A dress will burn another cousin to a cinder, inevitably triggered when a goblet slips from her unsteady hands and a single drop of drink touches its fabric. This obvious malfeasance will draw suspicion to a third cousin, daughter of a fire elementalist. A cursed ring will render her infertile, and suspicions combined with the lack of a legitimate heir will see her removed from succession after a few years, leaving the family seat to Paebel.

Each item contains a single charge of a 3rd level spell, though only the first uses the standard *bestow curse* spell. Unfortunately for the plotter (but fortunately for his family), Paebel falls from his horse while drunk and dies before his plans are enacted. The unused items, disguised and hidden among his personal effects, are interred with his ashes in the family mausoleum. Centuries later a party of adventurers discover the overgrown crypt near the fallen estate. After cleansing the mausoleum of the monsters that had taken up residence there, the adventurers carry Paebel's personal effects to the surface and cast *discern magic*. The spell draws their eye towards a well-made sword, a flashy crimson dress, and a golden ring set with onyx…

EFFECTS ON WEAPON ATTACKS

Weapons are often enchanted with magic beyond that intended to aid a sword in cutting clean or an arrow in flying straight. A sword that protects its wielder from fire damage, a dagger whose wielder gains *lightless vision*, or a mace which shoots a *fireball* function similarly to an amulet, helm, or implement with the same effect. However, effects tied directly into a weapon's function in making attacks are governed by special rules.

If the effect is intended to add to the attack throw, damage, or other characteristic of a weapon's attack, the wielder must decide to use the effect before the attack throw. If the attack throw succeeds, the effect is triggered; if the attack throw fails, the effect is not triggered. In either case, the weapon is considered to have been activated for purposes of activation time or charges used.

If the effect is intended to be delivered by a melee weapon, the effect can be based on a spell with a range of 0' (touch). If the effect is intended to be delivered by a missile weapon firing an arrow or other projectile, the spell must have at least the requisite range of the missile weapon used. The effect will not function if the projectile is somehow launched past the spell's range.

When the researcher enchants a weapon with effects delivered on a successful attack, the researcher can (and usually does) choose a spell that requires an attack throw to take effect. When the weapon is used, the wielder does not roll the spell's attack throw separately; the weapon's attack throw is used to resolve both whether the weapon hits and whether the spell takes effect.

EXAMPLE: Raemon creates a **mace +1** with the ability to *cause moderate injury* once per turn. Cast as a spell, *cause moderate injury* requires the caster to make an attack throw to touch his target, who suffers 2d6 💀 damage if the attack is successful. Imbued into a **mace +1**, *cause moderate injury* requires the wielder to make an attack throw with mace to hit the target, who suffers 1d6+1 🔨 damage from the mace and 2d6 💀 from the spell if the attack is successful. Raemon must decide whether or not to activate the effect before the attack throw, and whether or not he succeeds, he cannot re-activate the effect for a turn.

Instead of being triggered when its wielder makes a successful attack throw, an effect on a weapon can be triggered in lieu of its wielder cleaving after felling an opponent. However, a spell triggered in lieu of cleaving cannot be activated in any other manner.

Because a character concentrating on a spell breaks concentration if he takes a full-round action or combat attack, it is not generally possible to make a spell with a concentration duration the effect of a weapon's attack - the attack itself would end the spell's duration! There is one exception, however. A weapon can be imbued with a concentration spell requiring an attack throw of natural 20. The weapon, rather than the character, is assumed to be "concentrating" on the spell when it is wielded. This is how **vorpal swords** are created.

An effect that is delivered by ammunition fired from a missile weapon, but is based on a spell that requires no attack throw and receives no benefit from the weapon or ammunition's bonus, should be priced as an alternate consumptive effect of the ammunition (as above).

EXAMPLE: Tirenius crafts an **arrow +3, banshee** that can explode into a 60' radius sphere of terrifying wails (as the spell *panic*) at its destination if a command word is spoken as the arrow is fired. The *panic* is priced as an alternate consumptive effect on the arrow, not as an additional effect triggered when the arrow hits. A single **arrow +3** has a base cost of 1,750gp, and a single charge of a 6th level effect such as panic has a base cost of 3,000gp, so the arrow has a total base cost of 3,000 + 1,750 / 2 = 3,875gp. Were he to instead craft an **arrow +3, death** the project would be more expensive. Such an arrow applies its lethal magic to an attack made with the arrow, the spell benefiting from any modifiers to the user's attack throw, including the arrow's bonus, and the arrow still deals damage if the target is struck but somehow warded against death or magic. Accordingly, it is priced as an additional, not alternate, effect. Like *panic*, the death effect is a 6th level spell, but the arrow has a base cost 3,000 + 1,750 = 4,750gp.

Later, Tirenius decides to craft a melee weapon. A **sword +1** with a permanent *striking* effect has a base cost of 5,000gp for the sword and 57,000gp for the permanent 3rd level (1 / 3 turns) *striking* effect, for a total base cost of 62,000gp. A weapon that functions like a **staff of smiting** has similar effectiveness, as a weapon +1 that applies an additional 1d6 damage per attack, but expends a charge of a 1st level effect each time this ability is used, even if the attack throw fails. It has a base cost of 5,000gp for the **sword +1** and 15,000gp for 30 charges of a 1st level effect, for a total base cost of 20,000gp, a significant savings if the weapon is expected to only occasionally need the additional damage.

As a charged item will eventually run dry, Tirenius considers making an item that can make one such additional attack per turn. Such a power would have a base cost of 16,500gp, bringing the total base cost of a **sword +1** with such a power to 21,500gp. Tirenius eventually decides against this path, as when additional damage is desirable it is often desirable in successive rounds, rather than simply 1/turn.

Finding himself unable to afford the greater sword and unsatisfied by the lesser designs, Terenius returns to his archives, and finds the formula for a **sword +1, deathless** in a volume on the thaumaturgical history of Southern Argollë. Such a weapon can cast the 2nd level spell *deathless minion* three times per day. Rather than requiring an action to activate, this power can be used in lieu of cleaving after felling a foe to raise his corpse as an undead skeleton or zombie before it hits the ground; accordingly, the power can only be used at this time, rather than to raise a corpse in preparation for combat. As a 3/day 2nd level effect, this power has a base cost of 12,000gp, bringing the sword's total base cost to 17,000gp. Tirenius finds the design interesting, and begins the work of gathering appropriate components for the project.

Formula Length and Value

A formula's length and value generally depend on the rarity of the item. Common item formulas are 1 page long and worth 2% of the item's base cost; uncommon, 2 pages and 5%; rare, 5 pages and 10%; very rare, 10 pages and 25%; and legendary, 20 pages and 50%. The foregoing notwithstanding, all item formulas have a minimum length in pages equal to the item's total spell levels.

Item Drawbacks

Some magic items carry **drawbacks** that hamper or limit the user of the item. Drawbacks are assigned a cost based on the level of their effect, which is then modified by the frequency of their occurrence. The modified cost of the drawback is then applied as a discount to the base cost of the item. An item can have a total maximum discount (from any or all drawbacks) of half its base cost.

The exact effect of the drawback is determined by the Judge when the item is created. The creator of the item can choose the effect level and frequency of the drawback, but not the exact effect. (At the Judge's discretion, experimental breakthroughs might allow for greater or total precision at the cost of an experimental advantage.)

If possible, the effect level of a drawback should be calculated as if it were a harmful or reversed spell (based on an AC or saving throw bonus, a negative effect suffered, etc.). If not possible, the drawback should be assigned an effect level at the Judge's discretion. When the effect level of a drawback is calculated, the Judge should round the spell's level down rather than up — a 13-point spell is a 2nd level effect but only a 1st level drawback. A drawback that is not an actual inconvenience never provides any discount to the cost of an item!

The frequency of a drawback can either be continuous or activated. If the drawback is continuous whenever the character is carrying or wearing the item, the full cost of the drawback is applied as a discount. If the drawback only occurs when a particular power is activated, the discount applied equals the lesser of the cost of the drawback or one-half the cost of the power or effect which triggers the drawback.

EXAMPLE: Hearing tales of the legendary **Bow of the Great Eagles**, Rigan wishes to commission a similar weapon, despite lacking the funds for such a grand project. Elaria proposes crafting a cheaper alternative: a **composite bow +3** (base cost 35,000gp) that can grant the wielder the Precise Shooting proficiency for 12 turns 3/day (3rd level effect, base cost 18,000gp). The base cost of his bow is 35,000gp + 18,000gp = 53,000gp. That's still too much, so Elaria suggests a few "harmless drawbacks" to cut costs. Rigan soon finds that these shortcuts come with a toll.

First, whenever he activates the Precise Shooting proficiency, his reaction time is slowed. That's a 2nd level 3/day drawback (-1 initiative penalty custom power) with 12 turn duration, offering a discount of -12,000gp. However, because it only applies when the Precise Shooting power is activated, the discount is capped at one-half the cost of the Precise Shooting power, or -9,000gp. Second, whenever he carries his new bow, animals are wary of him. That's a 1st level permanent (turn/level) drawback granting "reversed" Beast Friendship proficiency, with a cost of -19,000gp. Since it's a continuous drawback, the full discount applies.

The two discounts together come out to -28,000gp – but that's more than half the base cost of the bow. Therefore, the total discount is capped at 26,500gp. The base cost of the bow is 53,000gp – 26,500gp = 26,500gp. Rigan dubs it the **Bow of the Half-Decent Falcon**, much to Elaria's annoyance.

In some cases, the magnitude of a drawback might change due to the passage of time or space between the item's creation and its use in play. (Consider, e.g., a hypothetical **ring of protection** that does not function if the character is wearing bronze armor. This would be a severe drawback during the Bronze Age and barely an inconvenience thereafter.) If items are made using ancient or foreign samples or formulas, the original effect level and frequency are maintained, but the Judge can update the exact drawback to reflect contemporary or local conditions.

If a character attempts to wear or use multiple items with redundant drawbacks, the Judge can either decide that one of the items does not function or substitute a different drawback of his choice. For example, two items with drawbacks causing initiative penalties could both be applied, but two items with drawbacks forbidding the user from eating meat would not, and would either see one item fail to function or impose some further drawback, as the Judge's discretion.

Items Granting Proficiencies or Class Powers

Some items grant a proficiency-like power to the user. The power might be based on a class or general proficiency; a class power found in an existing class; a class power found in the ***ACKS II JJ*** Custom Power Index (p. 307-328); or a new class power or proficiency devised by the Judge. The item might grant the entire scope of the proficiency or class power's effect, or only part of it.

Using the ***ACKS II JJ*** Custom Spells, we can calculate that a transmogrification spell granting the target a proficiency-like power for 1 turn per level is a 1st level spell; on that basis an item that permanently grants a proficiency-like power has a base cost of 500gp × 1 × 38 = 19,000gp. A transmogrification spell granting its target half a proficiency-like power for 1 hour is likewise a 1st level spell; that item has a base cost of 500gp × 1 × 24 = 12,000gp.

Notwithstanding this arithmetic, we judged that some proficiencies and class powers should only be permitted as spells if their effects were perpetual, and that researching such spells and imbuing them into items should require esoteric research. For instance, it would be absurd if After the Flesh were available as a 1st level spell with a 1 hour duration ("I cast it just before the vampire bites me!") and even more absurd to allow a permanent item to be built with it so cheaply. We limited the following types of proficiencies and class powers to appearing in esoteric spells of perpetual duration:

- Any class power that differentiates a class at higher level (9th level or higher).
- Any class power that establishes a class's distinct niche (e.g. the venturer's Mercantile Network power, the crusader's Rebuke Undead power, or any thief skill not already replicated by a proficiency or base spell effect).
- Any proficiency that could not be re-trained using the optional retraining rules (e.g. Divine Blessing or Elven Bloodline).
- Any proficiency or power that erodes setting verisimilitude when too readily available (e.g. After the Flesh power).
- Any proficiency or power that the Judge deems esoteric in his campaign.

One item from the Judges Journal was revised due to this decision (the **sword of kings**), though the effect was minor since it was already an expensive legendary item. We strongly advise that Judges follow this guidance when evaluating the introduction of new spells and magic items for their campaigns.

Some class powers or proficiencies either have effects or require proficiency throws that scale with class level. If the character is not already proficient, the effects are generally scaled to 5th - 7th level, sufficient to set proficiency throws to 12+. If the character is already proficient, his effective class level is increased by up to six levels, enough to gain a +6 bonus for proficiencies or powers where the target value decreases by 1 per level, or +8 for proficiencies or powers where the target value decreases at a faster rate. (When proficiencies or powers have fixed effects, spells and items that grant them will tend to offer a lesser, but still valuable, benefit to characters who already possess the proficiency or power granted.)

However, when the item is imbued with a divination spell effect that requires a magic research throw (such as *augury* or *divination*), the item does use the wielder's class level. This is intentional, as the items work in the same manner as the underlying spells. The spells *chameleon* and *silent step* grant fixed target values or improve existing target values, and so do items that offer those proficiencies; the spells *augury* and *divination* require throws based on the caster's magic research values, so the items require throws based on the user's.

Powers and proficiencies which affect caster level, spell damage, and/or spell saving throws, such as Elementalism or Transmogrification, do not usually apply to spells cast by items, whether possessed by the caster or granted by the item. The only exception to this rule is when an item grants a proficiency to itself. In that case, the benefits of the proficiency apply exclusively to spells produced by the item. For instance, the Elementalism proficiency granted by the *staff of forceful flames* (p. 105) strengthens fire spells the wielder produces with the staff, but doesn't strengthen fire spells the wielder casts himself.

Characters using items do so with their own attack throw values, so proficiencies and powers that affect a spellcaster's attack throws will apply when using items.

Designer's Note: Some fantasy role-playing games have items or spells that enhance a character's attributes temporarily or permanently. In ***ACKS II***, it takes ritual magic such as *consume power* or *wish* to permanently increase one of a character's attributes, and even temporary enhancements are outside the scope of most spells. Instead of increasing attribute scores, magic in ***ACKS II*** emulates the effects of attribute scores. For example, instead of increasing STR, **gauntlets of ogre strength** provide bonuses to melee attack throws, Dungeonbashing throws, melee damage, and carrying capacity.

When adapting or using treasure originally intended for other games into ***ACKS II***, we recommend adjusting items accordingly. For example, if an item in a d20 RPG increases a character's INT score to 18, the same item in ***ACKS II*** might increase the size of a spellcaster's repertoire or the number of languages a character knows, grant ranks of Knowledge proficiency, improve the character's magic research throws, and so on.

Adopting this approach also allows for a degree of precision that can make items more interesting. For instance, rather than a broad CHA bonus, an item might instead only benefit reaction rolls with certain types of creatures; rather than increase INT, an item might only improve magic research throws.

PERPETUAL EFFECTS

Some spells, such as *perpetual illumination*, *rune of warding*, and *wall of stone*, have a perpetual duration. When cast by a spellcaster, a perpetual spell lasts until the caster dies or chooses to stop sustaining it. However, the caster can only sustain a maximum of one perpetual spell per caster level for each spell level he can cast. Thus, if a 5th level caster knows *perpetual illumination*, he can sustain a maximum of five *perpetual illuminations* at one time; to cast the spell a sixth time, he must stop sustaining one of the five he is already sustaining.

Perpetual spells cast by a non-consumable item operate similarly to those cast by a spellcaster, with the item able to sustain a limited number of perpetual spells. This limit is determined by treating the item as a caster at the minimum level required to cast the spell in question. However, unlike a spellcaster, the item cannot voluntarily stop sustaining a specific spell. Instead, when a new spell is cast that would cause the item to exceed its maximum capacity for sustained perpetual spells, the item automatically ceases sustaining the earliest spell of that level that it had been sustaining. Any and all spells sustained by a non-consumable item end if the item is destroyed.

Perpetual spells cast from charged and one-use items, such as wands and scrolls, have a duration of exactly one month. They are not considered to be sustained by the item, so their duration does not expire if the item is destroyed before the month ends.

Perpetual spells imbued into a permanent item (such as an ever-glowing item of *perpetual illumination*) become permanent effects. For purposes of calculating the permanent item's base cost, the perpetual spell is simply treated as a spell with a duration of one day or more, so the cost is 500gp × spell level × 15.

PERIODICALLY AVAILABLE EFFECTS

Some activated or permanent items have powers or effects that are only **periodically available** – that is, the powers or effects can only be used or only apply at certain times. For example, the **rod of the night sky** (p. 101) changes effects monthly in accordance with the movement of the constellations. Other items might change their powers, or the effects of powers, with the seasons or with the time of day. The base cost of periodically available effects is discounted by the fraction of time in which the effect is unavailable.

EXAMPLE: A **ring of the seasons** grants its wielder the Elementalism proficiency, with the element in question changing with the seasons from air in spring to fire, earth, and water in summer, autumn, and winter respectively. A permanent item granting a proficiency has a base cost of 19,000gp. Each proficiency is unavailable 75% of the time, so the base cost for each of the four effects is reduced by 75% to 4,750gp. The cost of the ring is (4 × 4,750) = 19,000gp, effectively having the same base cost as an item that grants one type of Elementalism all year round.

However, the discount for periodic availability cannot be applied to effects that are only periodically useful! For instance, a streetlamp that sheds *perpetual illumination* only after sunset would not be eligible for a 50% discount because *perpetual illumination* isn't useful on a streetlamp during the daytime.

Likewise, the discount cannot be applied if the restriction is essentially irrelevant. For instance, an item that can be used once per day to either cast *scry* between dawn and noon or cast *avian messenger* between noon and dusk is, for most users, worth nearly as much as an item that gives them their choice of the two spells each day, not a mere quarter the value of each effect.

RANDOM LIFESPAN ITEMS

Random lifespan items have a chance of breaking either after or before each activation. With each use the Judge or the player rolls a die to determine if the item breaks; it might break after its first use, or be used dozens of times before breaking, depending on the vagaries of the dice.

If the item breaks after its last activation, the item is priced as a charged item with a number of charges equal to the expected number of activations. For instance, an item that has a 1-in-6 chance of breaking after each activation will, on average, last 6 uses and therefore is priced as a charged item with 6 charges.

If the item breaks before its last activation, the item is priced as a charged item with 1 less charge than its expected number of activations. For instance, if an item has 1-in-6 chance of breaking before each activation, it is expected to fail on its sixth activation, meaning it will actually be usable only 5 times on average. It therefore is priced as a charged item with 5 charges.

EXAMPLE: Ravus is a thief who has enmeshed himself in patrician society and now seeks to enrich himself in the high-stakes games of chance popular with the wealthy elite. He commissions the creation of a lucky coin. Each time he flips the coin he temporarily gains a rank of the Gambling proficiency (a 1st level effect). If the coin ever lands with the emperor's face down, the luck fades after granting its benefit and the coin becomes non-magical. With a 1-in-2 chance of failing on each use, the coin has an expected lifespan of two uses. Therefore it counts as a charged item with 2 charges. Since it carries a 1st level effect, it has a base cost of 500gp × 2 × 1 = 1,000gp.

While at a social event, Ravus flips the coin three times in quick succession and wins each flip. This grants him three ranks of Gambling proficiency without losing the coin. After cleaning out his marks for the entire pot, he decides to donate the coin to the temple of Calefa, giving the Lady of Fortune what is rightfully hers. The lucky coin still has a base cost of 1,000gp because it still has an expected lifespan of two uses.

If Ravus had been on a tight budget, he could have commissioned a lucky coin that only activated if it landed face up. In that case, when the coin landed with the emperor's face down, it not only would become non-magical, it also wouldn't provide Gambling proficiency. That coin would have an expected lifespan of two coin flips, but only one use. It would have a base cost of 500gp.

In every shrine to Calefa they hang a wheel with seven spokes. Not six spokes, not eight, always seven. It's a message: The odds are never even.

Ravus the Thief

Rechargeable Items

While most charged items are useless after their charges are expended, some charged items are **rechargeable** by some method. For game purposes, the method is categorized as being of either easy, moderate, or challenging difficulty. The difficulty should be assessed relative to the overall potency of the item itself – an easy method to recharge a legendary item might count as a challenging method to recharge a common item; an easy method to recharge a common item might be simply insufficient to recharge a legendary item.

Adding a method to recharge an item is equivalent to adding an additional spell effect, increasing the cost and difficulty to create the item. The level of the recharge "spell" is determined by the difficulty of recharge. An easy method counts as a spell equal in level to the most powerful other spell effect in the item; a moderate method counts as a spell three-quarters that level, and a challenging method counts as a spell equal to half that level.

The exact method by which a rechargeable item's charges can be replenished is determined by the Judge when the item is created. The creator of the item can only choose the difficulty of the method, but not the method itself. (At the Judge's discretion, experimental breakthroughs might allow for greater or total precision in method at the cost of an experimental advantage.)

In some cases, the difficulty of recharging an item might change because of differences between the time or place the item was created and the time or place it appears in play. (For instance, recharging a staff by dipping it in mammoth blood might have been of moderate difficulty during the Paleolithic but it would be very hard indeed in the modern day, when mammoths are extinct.) If items are made using ancient or foreign samples or formulas, the original difficulty is maintained, but the Judge can update the exact drawback to reflect contemporary or local conditions.

EXAMPLE: Eadan wishes to construct a **wand of fireball** with an easy method of recharge. The Judge determines that the wand regains a charge on the creation of a Furnace of Elemental Fire of at least 1500 square feet, requiring the creation of a powerful altar or enticing a creature of elemental fire to establish a lair. The resulting wand has a base cost of 500gp per charge × 20 charges × (3 + (3 / 2)) = 45,000gp. Had he instead constructed a wand of *fan of flames* (a 1st level spell), the same condition might be considered a challenging recharge, the resulting wand having a base cost of 500gp per charge × 20 charges × (1 + (0.5 / 2)) = 12,500gp.

Millennia pass and the alignment of the spheres changes, bringing elemental fire to a prominent position as the world is ravaged by the fires of man and monster. Aeren finds Eadan's rechargeable wand of *fireball* and can easily recharge it, as many parts of the world need only a small push to become a furnace of elemental fire. She uses the wand as a sample to create a second wand, but the Judge determines that the prior recharging method is no longer appropriate; the new wand regains a charge on the user snuffing out the last spark of flame within a 6 mile hex, with no piece of land usable more than once.

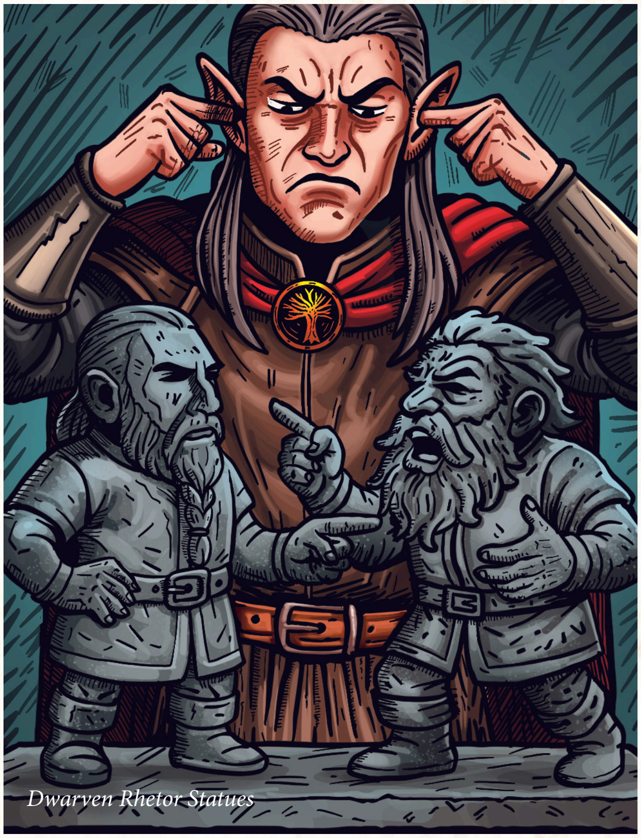
Set Powers

A **magic set** consists of two or more **set items** that, when worn or otherwise used in concert, gain one or more additional powers, known as **set powers**. The cost of the set powers is divided equally between all the set items. The set items can be mechanically identical to each other or can each have their own distinct additional powers. Even if lacking other powers, set items will always radiate magic to effects such as *discern magic*.

In the ***Treasure Tome***'s treasure tables, magic sets appear as singular entries that include all of their set items; it would otherwise be very unlikely that complete sets would ever be randomly found in a campaign. However, if the Judge is deliberately placing items, he can certainly place items from a set separately if that is more appropriate for his campaign.

Set items might function exclusively with the other set items they were crafted alongside, or with any set items of the same kind, as decided by their creator and appropriate to the effect. A research project with one set item as a counterpart can, if successful, create a counterpart that the set item will function with.

EXAMPLE: Dwarven rhetor statues will, in each other's presence, argue endlessly; such statues will function together regardless of origin and in multiples. A pair of **horseshoes of flight** grants a horse *leaping* while two pairs grant it *flight*; such horseshoes will function together regardless of origin. A pair of **mirrors of translocation**, made to transport their subject to their counterpart, will only function with their matched partner. Whether or not the set items of two **starforged suits** would function together is moot, as only one set is known to exist.



Dwarven Rhetor Statues

TRIGGERED ITEMS

Some items, known as **triggered items**, automatically cast spells under certain circumstances. Triggered items are usually charged items. For instance, a **scarab of life** is a charged triggered item that protects its wearer from death and curse effects until it runs out of charges. However, triggered items can also be activated items. For instance, a spellcaster might create a new type of protective scarab that can protect its wearer from one death or curse effect every hour. The following rules apply to triggered items:

- Triggered items can only be used to cast protection spells with durations of 1 turn or higher, or spells of another type (such as *necromantic invulnerability*), that provide protection, increase hit points, or aid recovery. Spells that provide no actual protection cannot be imbued into triggered items, nor can spells with less than 1 turn duration.
- The spell cast by a triggered item must target either the item's bearer or the area centered on the bearer.
- The spell must be immediately triggered when its protections would be relevant. It cannot be triggered retroactively. If it improves AC, it triggers before the attack roll is made; if it improves saving throws, it triggers before the save is rolled, etc.
- The spell's effects expire after the action which triggered them rather than lasting for the spell's full duration.
- The spell's effects cannot be activated except by the trigger.

EXAMPLE: A triggered item made with the spell *divine armor* would expend a charge each time an attack throw is made against its wearer, granting him an AC of 7 against that attack. The effect would trigger regardless of whether or not the attack would have hit without the trigger. Given how many attack throws are made in a typical combat, this wouldn't be a particularly useful item; the creator would be better off crafting an item that can be activated before combat and lasts for the spell's full duration of one hour.

USER RESTRICTIONS

Restrictions limit the full or partial use of an item's powers to characters of a given race, class, or other characteristic. Restrictions can be intentionally applied by the item's creator or simply inherent to the item's form. In either case, restrictions have no effect on an item's base cost or the difficulty of creating it. Restrictions carry both advantages and disadvantages, so the mechanical effect is balanced out. For instance, if a magic axe can only be wielded by dwarves, it can never be put to use against the dwarves by their goblin foes; but it also can never be gifted, lent, or sold to human or elven allies.

Inherent restrictions arise naturally when the creator crafts the item. Some forms necessarily exclude some users. Most items are made to be worn by man-sized humanoids and will be of little use to users of other sizes and shapes. Neither 4"-tall faeries nor amorphous slimes can wield **two-handed swords +1** or wear **cloaks of protection**, but this does not in any way reduce those items' utility to their intended users. **Horseshoes of flight** are of little use to those without hooves, but this does not make them any less useful for their intended purpose of making horses fly.

Intentional restrictions are applied at the time of their creation in order to limit an item's use, selectively including or excluding those of certain races or classes or those with certain class powers or proficiencies. Intentional restrictions are included in the formula of the item and apply anytime the item is used as a sample, limiting the future use of such research. Accordingly, very few such items are made. Most restricted items are designed to offer one or a few powers without restriction, with additional powers becoming available to a restricted class of users.

EXAMPLE: Denor (a dwarven craftpriest) and Farhad (a human fighter) have discovered a hoard of magic items, including a pair of **boots of elvenkind**, a **ring of fire protection**, and a **warhammer +2, dwarven hurler**. Either of the adventurers could wear the **boots** or the **ring** to full effect. Farhad is proficient in all weapons, so he can wield the **warhammer**, but only Denor can use it to its full potential. In Farhad's hands it merely has a +2 bonus, but in Denor's hands it has a +3 bonus, deals extra damage to giants, and returns to his hand when thrown.

Some restricted items, however, do not *gain* powers when their restriction is met, but instead *replace* their unrestricted powers with new powers when their restriction is met. In such cases, the restricted power(s) must be a strictly better version of the unrestricted powers. If the restricted powers differ qualitatively from the powers they replace, then the item is actually an item with alternate effects per power, and should be valued accordingly (see **Alternate Effects of Powers**, p. 290).

EXAMPLE: Imagine a ring that permanently protects its wearer with *energy protection*. When worn by a character with the corresponding Elementalism proficiency, however, it provides *energy invulnerability* instead. *Energy invulnerability* is a strictly better version of *energy protection*, so the ring can be built as a restricted item with a base cost of 48,000gp, as if it were just a ring of *energy invulnerability*.

Now consider a circlet that enables its bearer to cast *beguile humanoid* once per turn. When worn by a character in his own stronghold, the circlet instead grants him the ability to cast *bewitch monster* once per turn. *Bewitch monster* is simply an improved version of *beguile humanoid*, so the circle can be built as a restricted item with a base cost as if it were just a circlet of *bewitch monster*.

Next, imagine a wand that, when activated by an arcane caster, ordinarily discharges a *fan of flames* spell. When activated by an arcane caster of at least 5th level, however, it discharges a *fireball* instead. This is not a restricted item, but rather is an item with alternate effects per power, and must be built as such (it costs more).

A moment's reflection will reveal why – although *fan of flames* is a 1st level blast (fire) spell and *fireball* is a 3rd level blast (fire) spell, *fireball* is not just a better version of *fan of flames*. There are times when the selective fire offered by *fan of flames* is better than the voluminous explosion of a *fireball*. We can easily imagine that a 3rd level mage and 6th level mage might "trade off" on wielding the wand depending which effect was needed in combat, therefore getting two powers for the price of one. This is in sharp contrast to the case of the circlet and ring, where there would never be any reason to "trade off" because the restricted power is worse in all contexts.

4

APPENDICES

APPENDICES

APPENDIX A: ITEM GENERATION

While the main body of the ***Treasure Tome*** contains enough variety in magic items to run many successive campaigns with little duplication, you may desire even more diversity. For instance, you might want to change the description of certain items in order to replace setting-specific iconography of the Auran Empire with iconography specific to your game world; you might want to mask the contextual clues about an item's use from players who have read this book; or you might want to change the form of an item entirely to thwart "metagamers" who have come to expect crystal balls to scry and carpets to fly. Alternatively, you might want to randomly generate entirely new items spanning a vast range of possible effects. Random item generation might be called for if you're rolling up the arsenal of a mad sorcerer, reconstructing the lost treasures of an alien civilization, or simply seeking to prevent experienced players from knowing an item's full suite of powers by using metagame knowledge of one or two.

This chapter includes all the mechanics you need to generate and modify magic items to your particular desires and tastes. Two sets of mechanics are presented, one for Item Powers and one for Item Descriptions. You can use either or both to procedurally generate countless new items for your campaigns. (Note that the tables used for the two systems follow the written mechanics.)

ITEM POWERS

Anytime you are directed to roll on the Uncommon, Rare, Very Rare, or Legendary tables for armor, implements, miscellaneous items, miscellaneous weapons, rings, or swords, you can instead roll on the procedural item generation tables in this Appendix instead. For each item, first roll on the appropriate Number and Rarity of Powers table to determine the number and rarity of powers it possesses. Once that's determined, roll on the appropriate Powers by Rarity table(s) to determine its specific power(s). If one or more of the powers require command words, roll on the two Command Words tables to determine how the item is activated.

> **EXAMPLE:** The Judge has determined that an ogre's hoard contains a Very Rare sword. The Judge rolls on the Very Rare Sword table and determines that the sword is a **sword +1** with one Rare power and one Very Rare power. He then rolls on the Rare Power table and Very Rare Power table. The Rare Power table yields a 2nd level spell-like effect, usable once per day, while the Very Rare Power table yields a permanent *invulnerability to evil* effect.

Spell-like effects can be either arcane or divine. You can choose which magic type or roll randomly (50% chance of either). For arcane effects, pick the exact spell by rolling on the overall Arcane Spell List. For divine effects, you can choose to either roll on the repertoire of an appropriate class or roll on the overall Divine Spell List. Unusual combinations resulting from the latter option can be assumed to be the product of a syncretic caster or an unknown sect.

When the effects present on an item, or the form of the item, limit the classes that could have created it, it is generally sensible to use a compatible repertoire, but it's not completely necessary. Since items might be the product of unknown sects and/or dual arcane and divine casters (like Nobiran wonderworkers), no combination is strictly disallowed. However, impossible effects (such as *summon hellhounds*, a spell that can be cast once per week, in an item that can be activated once per hour) should always be re-rolled.

> **EXAMPLE:** Since *invulnerability to evil* is a divine spell, the Judge decides the sword's 2nd level spell-like effect should also be divine in origin. He can choose to either roll on the repertoire of one of the divine classes or roll on the overall Divine Spell List. Since crusaders, priestesses, shamans, and witches don't wield swords and thus cannot create magic swords, he decides to roll on the Bladedancer Spell List. He rolls 1d10 and gets a 10. Consulting the 2nd level column of the Bladedancer Spell List, he finds that the sword can cast *swift sword* once per day – a very potent weapon!

AVERAGE VALUE OF ITEMS GENERATED

The item generation tables in this Appendix will create items with the same average value as those in the corresponding treasure tables of this book. However, because the items are generated randomly, the results can have a much larger variance around the average than the hand-crafted items in Chapter 2.

For example, it's possible for a Very Rare item to end up with a final value that would otherwise get it categorized on the high end of Rare or the low end of Legendary. Since the whole point of using this Appendix is to add variety, we recommend you keep such results, rather than re-roll them, but as always it's up to you.

USING GENERATED ITEMS WITH OTHER MAGIC TYPES

Some Judges will doubtless use the ***Treasure Tome*** in campaign settings that include Eldritch magic (found in the ***ACKS Heroic Fantasy Handbook***) or in campaigns based on other D20 fantasy RPGs such as *AD&D* or *OSE*. Not to worry – you can easily use the item tables in this Appendix to procedurally generate items with effects or spells drawn from those books.

Anytime your item has a spell-like effect drawn from the arcane or divine spell lists, just replace the spell-like effect with a spell-like effect of the same level selected from your preferred spell lists. Anytime your item has a permanent effect, you can just use the effect as-rolled or tweak it slightly to be similar to the spells from the list(s) you're using.

> **EXAMPLE:** A Judge has been running *AD&D* for 30 years and, rather than switch his campaign over to ***ACKS II***, he simply introduces elements he likes from ***ACKS II*** into his pre-existing campaign. Among those elements is the marvelous ***ACKS II Treasure Tome***. He decides to use Appendix A of the ***Treasure Tome*** to procedurally generate random items for his campaign. Anytime a table calls for rolling for a 2nd level arcane spell in the ***ACKS II Revised Rulebook***, he instead rolls for a 2nd level magic-user spell in the *AD&D Player's Handbook*. Easy peasy!

Two caveats are in order. First, be aware that magic types which value certain effects differently will end up with a difference in average item value. This is directly calculable if you are using custom magic types built with the ***ACKS II*** rulebook; it's less easy to calculate, but still present, when using spell lists from other systems.

For instance, the Eldritch magic type is intended to model the magic found in tales of heroic fantasy, separated from tropes of contemporary fantasy that developed after the popularization of fantasy role-playing games. You can use Eldritch magic with these rules simply by rolling on the appropriate Eldritch spell list rather than the Arcane or Divine spell list anytime an item is generated with a spell-like effect of a given level. However, Eldritch magic is not as efficient as Arcane or Divine magic in delivering certain types of effects that weren't common in the foundational literature of heroic fantasy. Neither Gandalf nor Thoth-Amon ever flies in any story, which suggests that magical flying is a pretty high-level spell in their worlds! Consequently, an Eldritch Spell List might have *flight* listed as a 5th level spell, even though it does the exact same thing as the 3rd level Arcane spell of the same name. Anytime *flight* shows up on the item generation tables in this Appendix, its value is calculated based on it being a 3rd level Arcane spell. If you use these tables to generate magic items for a campaign setting with Eldritch magic, and consequently calculate the value of flight as 5th level, you'll end up with magic items that are a relatively more valuable on average than they "should" be – not because the items are more powerful in absolute terms, but because Eldritch magic is weaker in relative terms. You can either accept the changed valuation of the resulting items, re-roll the effects in question as needed, tweak the frequency of results on the table to have the desired average values, or just ignore the issue altogether. (No game other than ***ACKS II*** even bothers to worry about it.)

Second, note that swapping out spells of 7th level or higher from ***ACKS II*** requires some careful discernment. In ***ACKS II***, there is a drastic difference in power between 1st – 6th level spells and 7th – 9th level ritual spells. In most other games, the progression in spell power remains linear up until 9th level. As a result, you can replace a 5th level ***ACKS II*** spell with a 5th level *AD&D* spell without much issue, but if you replace a 9th level ***ACKS II*** spell with a 9th level *AD&D* spell you can easily get something that's way out of balance.

EXCLUSION OF POWERS

Some of the possibilities and features of item design found elsewhere in the ***Treasure Tome*** have been purposefully excluded from the procedural item generation system. To avoid an exhaustive list of potential combinations, powers which can be used for a choice of alternate effects are largely excluded, appearing only among implements; complex alternate-effect charged items, such as a staff which expends two charges to cast *fireball* but one charge to cast *fan of flames*, are excluded for similar reasons. Items with drawbacks and rechargeable items are excluded as well; such features require an amount of discernment during design that is best left to human discretion rather than to random rolls. You can, of course, adapt generated items to have these features, preferably keeping the item's value roughly equal to what it would be if rolled as part of treasure. To do so, just apply the rules and guidelines in Chapter 3 (p. 55). Cursed items likewise do not appear, requiring as they do the assignment of a particular curse; if you want to incorporate cursed items, you can replace common or uncommon items of comparable value with them as desired.

ITEM DESCRIPTIONS

A challenge every Judge faces from time to time is to improvise the description of an item that is lacking one, whether it be a **sword +1**, a **spear +1, +2 versus lycanthropes**, or a set of **plate armor +3**. Often such items are described with little more than one-line entries in treasure tables and brief notes in adventure modules. Since they owe their origins to so many disparate creators and cultures, such items can reasonably be expected to vary widely in appearance, making them ideal candidates for procedurally-generated descriptions.

The rules and tables in this section are intended to provide starting points and inspiration from which you can craft such descriptions, with a number of broad themes and modifiers that can be adapted to the item and powers in question. Each category of items has a table for its description; some types have additional tables for the item's form (Miscellaneous Magic Items, Miscellaneous Weapons) or material (Implements, Rings).

These tables are not intended to determine whether a sword is actually a short sword or a two-handed sword (for that, see the Type of Arms and Armor tables on p. 51–53; nor will they reveal whether a particular short sword is most similar to an Egyptian khopesh, Roman gladius, or Japanese wakizashi, as that is a question related to the location and setting the Judge has constructed. They are instead intended to determine the details that would stand out to an adventurer *already familiar* with a weapon of that kind.

THEMES

Many items are notable for images, holy symbols, carefully carved and cast forms, and other depictions of the world and the powers beyond it. Providing a long list of motifs for each theme is counter-productive for a random system, since many of the motifs would necessarily conflict with the effects of the item – for example an item that grants strength with a frog motif, or an item of elemental water stylized with flame would be quite incoherent. Themes are instead described broadly; you should select a motif within the theme that aligns with the item's form and function.

Natural: Natural themes are those patterned after the natural world – flora, fauna, terrain, and elements. Animals and vermin are commonly associated with spells that modify the user, with forms that suggest strength, swiftness, sturdiness, or stubbornness. There is no single proper meaning; a spider motif could represent a *webbing* or *spider climbing* spell, but also *poison* or *shrinking*. Flowers might be associated with beauty, trees with certain kinds of strength, and vines with restraint. Depictions of the raw elements themselves are Natural in this sense – an unrestrained flame or mountain is natural, a torch or worked stone is not.

Human: Human themes are those patterned after humans and their trades and tools. A smiling face, a grasping hand, or an unblinking eye are each a portion of the human form, and each fit this category as readily as a full depiction of a person engaged in a particular task. The tools of production, and the objects they produce, are likewise Human themes. Defensive items might be adorned with painted imagery of bastion walls or watchtowers or nautical tools might be carved with imagery of ships and sails. Motifs of human skulls or skeletons likewise fall within the Human category (whereas a death-related item with a Natural theme might depict a carrion-feeding animal). Demi-humans and humanoid motifs fall within the Human theme, as well.

Magical: Magical themes are those that go beyond the natural and the human. Incarnations and monstrosities are the most common motifs of this theme, and as with natural creatures are often associated either with powers similar to those they possess or those held to align with their virtues and strengths. Gods might be directly depicted, but are more commonly represented by holy symbols and sacred animals, with many items of divine power bearing such marks. Symbols of the heavens – the planets, the stars, or even constellations – also constitute Magical themes.

EXAMPLE #1: The Judge is devising the appearance of a wand which casts the spell *inferno*. If it has a Natural theme, the wand might be etched with unbound flames. If the wand has a Human theme, it might be carved with the image of a flickering candle. If it has a Magical theme, the wand's shaft might be wrapped with red dragon-hide.

EXAMPLE #2: The Judge is describing a staff which casts the spell *wall of stone*. If it has a Natural theme, the staff might be capped with a miniature mountaintop. If it has a Human theme, the staff's shaft might be circled with paintings of city walls. If it has a Magical theme, the staff might be tipped with the holy symbol of Türas, god of strength.

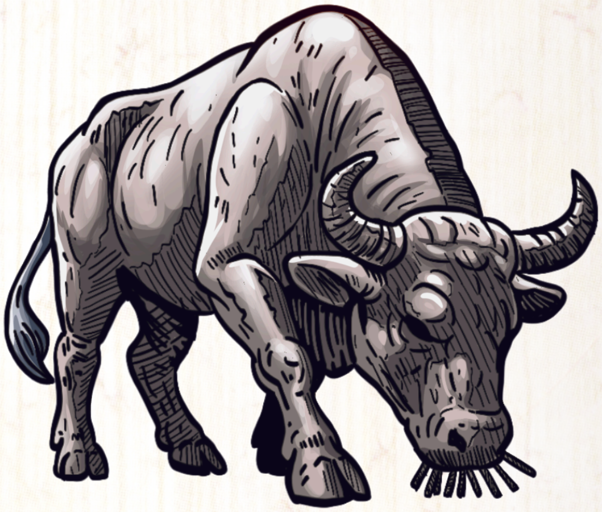
EXAMPLE #3: The Judge has rolled up a small statue that causes *plant shrinkage* in the surrounding area, reducing wild overgrowth to easily traversed grasses. If the statue has a Natural theme, it might be a statue of an ox grazing a field down to stubble; if it has a Human theme, the statue might be fastened in the shape of a sickle-bearing farmer. If it has a Magical theme, it might be a statue of Naurivus, god of travelers.

Modifiers

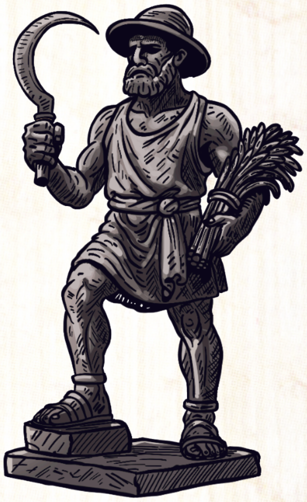
Modifiers affect an item's material and coloration. Modifiers can have thematic ties to an item's function, such as gemstones color-matched to elemental effects, but are often simply a matter of embellishment if not combined with a theme. Each category is meant broadly, though adjustments can and should be made to account for an item's rarity. For instance, Uncommon items might incorporate lesser materials such as amethyst, bone, bronze, or silver while Legendary items might incorporate incredibly precious materials such as diamond, ivory, and platinum. That said, the material cost of all but the humblest items is sufficient to justify any material if desired, so don't feel obligated to limit precious materials to Legendary items!

Coloration: The item is noteworthy for having an unusual coloration or finish. In metals, this can mean the item is smooth and polished enough to use as a mirror, gleams with an iridescent finish, or has been enameled with bright paint or lacquer. In other materials, the unusual coloration or finish might be the result of dyes, paints, and similar substances. Examples include an enchanted skull that has been stained blood red; an oak wand lacquered the color of the starless sky; or a sword so brightly polished that it reflects like a mirror.

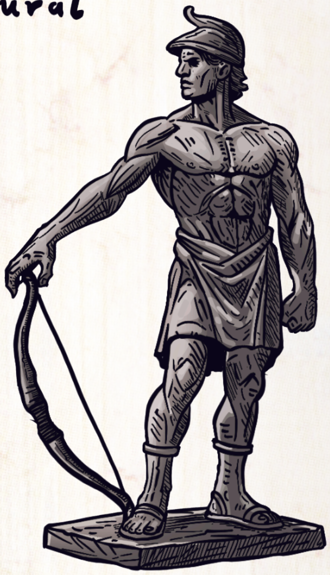
Gem: The item is decorated with or otherwise incorporates one or more gems. Rings and other pieces of jewelry are often built around large central gems. Weapons might have gems inlaid on their hilts, pommels, guards, or scabbards. Implements could incorporate gems at their tip, base, or all along the length. The means by which gems are attached or inset into miscellaneous items are as varied as the items themselves. Armor, however, is rarely decorated with gems as few stones can survive the impacts of battle.



Natural



Human



Magical

Horn: The item is decorated or made in part from horn, bone, tooth, or claw. Ornamental items, such as jewelry or implements, might be made of the material entirely. Functional items, such as weapons and armor, are often decorated with horn, with ivory plates inlaid into a sword's handle, horns attached to a helmet, or teeth affixed to the head of an arrow. (That said, some historical arms and armor have been made entirely of this component, such as Mycenaean boar tusk helmets.)

Precious Metal: The item incorporates precious metals. If the item is not otherwise made of precious metal, then it might be decorated with metal foil or leaf, plated with metal, hammered into metal, or replace common metal components with precious metal. If the item is already made of or incorporates precious metal, then this result indicates the presence of a second metal, such as a gold band running down the middle of a silver ring.

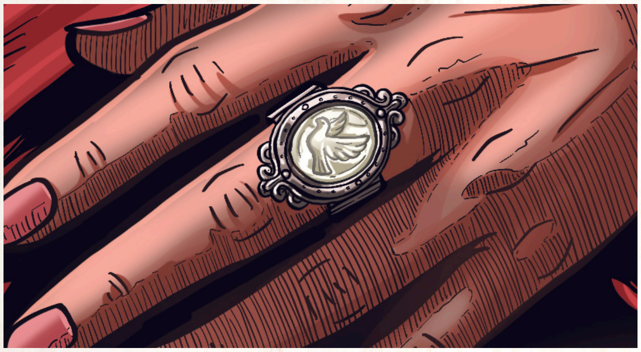
Unusual Material: The item itself is made in whole or in part of a material that is unusual even by the standards of magic items. It might be a dagger made of emerald, a cuirass cut from bone, or a crown woven of flowers that bloom anew each morning.

COMBINING THEMES AND MODIFIERS

Magical items frequently combine themes and modifiers. Items might match thematic symbolism with distinguished materials (e.g., a sword might have a hilt that is both gilded and fastened in the shape of a dragon head); display multi-layered symbolism (e.g. the eagle on an amulet might represent both the totem animal and the god Ammonar), or be decorated extensively (e.g. a crossguard might have both pearls and diamonds set in golden filigree).

A combination of themes means either one motif overlapping two or more categories of theme or multiple motifs in the same or different categories. A combination of modifiers means that multiple materials are present, with the repetition of the same modifier category meaning two precious metals, two gems, etc.

EXAMPLE: A silver ring of *holy circle* is found in a troll's accumulated debris; the Judge determines by rolling on the appropriate table that it has two primary features, a Natural theme and a Magical theme. As the spell is divine in origin, he chooses one motif that matches both themes: The ring's face is etched with a dove, a symbol of Mityara, the Empyrean goddess of mercy. Had it only had a Natural theme, the ring's face might have depicted a tranquil forest clearing, while with only a Magical theme it might have been etched with Mityara's sacred torch.



DESCRIPTIONS AND MINOR MAGICAL EFFECTS

The optional rules in **Appendix B: Item Traits** grant items a chance to be further distinguished by minor magical effects, with the traits grouped into tables such as "Alien Horror," "Holy/Lawful," or "Sylvan." If you are using both Appendix A and Appendix B to generate unique treasures, then the descriptions generated using Appendix A can be used to guide you in choosing the table used to determine the minor magical trait(s) found in Appendix B. The theme and modifiers do not strictly correlate to the item traits, so there is ample room for your discretion!

EXAMPLE: The Judge wants every item in his campaign to be unique, so he is using Appendix A to procedurally generate and describe unique items and Appendix B to assign them minor magical traits. Using Appendix A's Item Powers rules, he has generated a **sword +2** with the power of permanent *illumination*. Using its Item Description rules, he has determined that the sword has the Coloration modifier. After some musing, he decides the Coloration is a sickly green bioluminescent glow. When he turns to Appendix B to assign the sword a minor magical trait, the sickly bioluminescent glow of the sword inspires him to select trait #17 from the Alien Horror table – "smells of sickly sweet decay; occasionally blooms with patches of bizarre fungus".

ITEM TYPE TABLES (NUMBER AND RARITY / ITEM DESCRIPTION)

The following tables are used to determine the number and rarity of powers for procedurally generated items as well as to generate descriptions for standard items that are otherwise undescribed (such as **swords +1**) or for random items created with this Appendix.

POTIONS

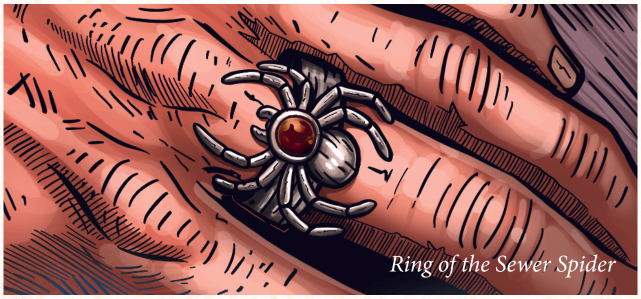
The treasure tables found in the ***ACKS II Judges Journal*** already contain potions for almost every spell in the game that could be crafted into a potion. The tables found on p. 32–35 of the ***Treasure Tome*** are even more comprehensive. Further procedural variation would require additional arcane and divine spell effects, or using spell lists or magic systems from another source. Both options are beyond the scope of this Appendix. Therefore, we provide no rules for procedurally generating new potions.

Likewise, we provide no rules here for randomly generating potion descriptions. The descriptions of the potions in the ***ACKS II Judges Journal*** and ***Treasure Tome*** were carefully curated so that similar-seeming potions have similar effects and vice versa. This "law of similarity" allows skilled players to benefit from careful attention to the game world. For instance, an attentive player might be able to identify a potion of *cure serious injury* as beneficial based on his prior exposure to similar-seeming potions of *cure light injury* and *cure major injury*. The value of close attention to the game world is obviated if each potion or type of potion has a truly random appearance.

That said, Judges vary sharply in their preferences in such matters - some prefer a "funhouse" feel where the caprice of sipping potions is part of the fun, while others expect their alchemically-inclined adventurers to maintain a spreadsheet of their finds. Feel free to vary the identifying features of potions at your discretion if you prefer to keep your adventurers uncertain or need to prevent metagaming players who've memorized the rulebook from identifying every potion they come upon.

RINGS

When generating a random ring, start by rolling on the appropriate Number and Rarity table to determine the number and rarity of the powers possessed by the ring. The tables stretch from Uncommon to Legendary; there are no Common magic rings. For each power, roll on the corresponding Powers by Rarity table to determine the specific power involved. Once the ring's powers are determined, you can roll on the Ring Material and Ring Theme & Modifier tables to devise a description for the item.



Ring of the Sewer Spider

D100	UNCOMMON RING
1-100	Uncommon Power

D100	RARE RING
1-35	Rare Power
36-40	Rare Power ×2
41-65	Rare Power, Uncommon Power
66-70	Rare Power, Uncommon Power ×2
71-100	Uncommon Power ×3

D100	VERY RARE RING
1-21	Rare Power ×3
22-74	Very Rare Power
75-89	Very Rare Power, Rare Power
90-100	Very Rare Power, Rare Power ×2

D100	LEGENDARY RING
1-25	Legendary Power
26-30	Legendary Power ×2
31-65	Legendary Power, Very Rare Power
66-70	Legendary Power, Very Rare Power ×2
71-80	Very Rare Power ×2
81-100	Very Rare Power ×3

D20	RING MATERIAL
1-9	Precious Metal (silver, gold, platinum)
10-15	Metal (iron, bronze, steel)
16-18	Wood (hardwood, exotic, petrified)
19	Bone/Horn/Ivory
20	Other Material (glass, stone, gem)

D20	RING THEME & MODIFIER
1	Natural
2	Human
3-5	Magical
6	Coloration
7-13	Gem
14	Horn
15-17	Precious Metal
18	Unusual Material
19-20	Roll twice and combine

SCROLLS

The majority of scrolls are spell scrolls or treasure maps, already generated by procedural methods in the normal use of the main treasure tables. As players are already limited in their ability to determine the contents of a scroll, primarily by their character's proficiency in the scroll's language and the mechanics of treasure map generation rather than by out-of-character knowledge of the genre and system, no additional rules are needed to keep scroll generation varied and difficult for players to predict.

IMPLEMENTS

When generating a random implement, start by rolling on the appropriate Number and Rarity table to determine the number and rarity of the powers possessed by the implement. The tables stretch from Rare to Legendary. Uncommon implements are not typically generated. If one is desired, generate an Uncommon Miscellaneous Magic Item instead, but give it an implement's form. Afterwards, roll on the corresponding Powers by Rarity table(s) to determine the specific powers involved. After you've determined the specific powers with which the implement is imbued, determine what spells it contains using an appropriate spell list of your choice. A few additional rules apply if the implement is a staff:

- A staff has a 15% chance of gaining a **+1 permanent bonus** and being usable as a **staff of smiting**. If a staff contains at least one spell with a Touch range, the chance is raised to 25%. This is in addition to its other powers.
- If a staff contains three or more spells, roll the highest level spells first, then pick the additional spells to complement.
- A Legendary staff has a 20% chance for an additional Rare power and 10% chance for an additional Very Rare power.

Once the implement's powers are determined, you can then roll on the Implement Material and Implement Themes & Modifiers tables to devise a description for the item.

A wand is typically found with 2d10 charges remaining, a staff with 3d10, and a rod with the number indicated.

D100	RARE IMPLEMENT
1-6	Staff, 1st level spell*
7	Staff, choice of 2 1st level spells*
8-10	Staff, 2nd level spell*
11-86	Wand, 1st level spell
87-88	Wand, choice of 2 1st level spells
89-98	Wand, 2nd level spell
99-100	Wand, 3rd level spell

* plus chance of **smiting**

Road of Cataclysm

D100	VERY RARE IMPLEMENT
1	Rod, 7th level ritual single charge
2	Rod, 8th level ritual single charge
3-4	Staff, choice of two 2nd level spells*
5-18	Staff, 3rd level spell*
19-20	Staff, 3rd level spell, Rare power*
21-32	Staff, 4th level spell*
33	Staff, 4th level spell, Rare Power*
34-37	Staff, choice of 2 3rd level spells*
38-47	Staff, 5th level spell*
48	Staff, 5th level spell, Rare Power*
49-53	Staff, 6th level spell*
54	Staff, choice of 2 4th level spells*
55-68	Wand, 4th level spell
69	Wand, choice of 3rd or 2nd level spells
70-71	Wand, choice of 2 3rd level spells
72-82	Wand, 5th level spell
83-91	Wand, 6th level spell
92-93	Wand, choice of 2 4th level spells
94	Wand, choice of 5th or 4th level spells
95-96	Wand, choice of 2 5th level spells
97	Wand, choice of 6th or 4th level spells
98	Wand, choice of 6th or 5th level spells
99-100	Wand, choice of 2 6th level spells

* plus chance of **smiting**

D100	LEGENDARY IMPLEMENT
1-10	Rod, 7th level ritual 1d6 charges
11-18	Rod, 8th level ritual 1d6 charges
19-26	Rod, 7th level ritual 2d6 charges
27-34	Rod, 8th level ritual 2d6 charges
35-45	Rod, 9th level ritual 1d6 charges
46-50	Staff, choice of 5th, 4th, 3rd, or 2nd level spells*
51-55	Staff, choice of 2 5th, or 4th level spells*
56-60	Staff, choice of 6th, 4th, 3rd, or 2nd level spells*
61-65	Staff, choice of 6th, 5th, 3rd, or 2nd level spells*
66-70	Staff, choice of 6th, 5th, 4th, or 2 2nd level spells*
71-74	Staff, choice of 3 6th level spells*
75-78	Staff, choice of 2 6th, 5th, 4th, or 2nd level spells*
79-82	Staff, choice of 2 6th, 5th, 4th, or 2 3rd level spells*
83-86	Staff, choice of 3 6th, 5th, 4th, or 3rd level spells*
87-90	Staff, choice of 3 6th, 5th, 4th, 3rd, or 2 2nd level spells*
91-94	Staff, choice of 3 6th, 5th, 2 4th, 3rd, or 2 2nd level spells*
95-97	Staff, choice of 3 6th, 2 5th, 2 4th, 3rd, 2nd, or 1st level spells*
98-100	Staff, choice of 3 6th, 2 5th, or 6 3rd level spells*

* plus chance of **smiting** , Rare, and Very Rare powers.

D20	Implement Material
1-6	Hardwoods (oak, maple, walnut)
7-10	Softwoods (pine, cedar, fir)
11-13	Exotic Woods (dawn redwood, ebony, teak)
14-16	Fruit Woods (apple, cherry, pear)
17-18	Petrified Wood
19	Bone/Horn/Ivory
20	Metal/Glass/Stone/Other Material

D20	Implement Themes & Modifiers
1-2	Natural
3-5	Human
6-9	Magical
10-12	Coloration
13-14	Gem
15	Horn
16-17	Precious Metal
18	Unusual Material
19-20	Roll twice and combine

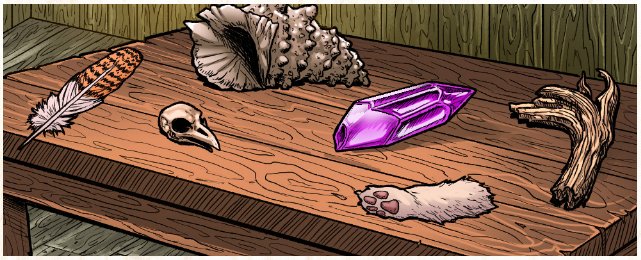
MISCELLANEOUS MAGIC ITEMS

When generating a miscellaneous magic item, start by rolling on the appropriate Number and Rarity table to determine the number and rarity of the powers possessed by the item. For each power, roll on the corresponding Powers by Rarity table to determine the specific power involved.

Once the item's powers are determined, it's time to determine the form (e.g. carpet, lamp, tiara, etc.) of the item. There are two tables presented for forms, one usable for miscellaneous items generally and a second table specifically for charged items. You can use whichever table you prefer. The form of a miscellaneous magic item is mechanically irrelevant except insofar as a character may not, e.g. wear two pairs of boots simultaneously. However some forms might feel more appropriate for certain spells, seem more suited to permanent than activated effects, etc. Once you've determined the item's form, you can roll on the Miscellaneous Magic Item Description table to devise a description for the item.

D100	Common Miscellaneous Magic Item
1-85	1st level spell 1 charge
86-100	2nd level spell 1 charge

D100	Uncommon Miscellaneous Magic Item
1-100	Uncommon Power



D100	Rare Miscellaneous Magic Item
1-35	Rare Power
36-40	Rare Power ×2
41-65	Rare Power, Uncommon Power
66-70	Rare Power, Uncommon Power ×2
71-100	Uncommon Power ×3

D100	Very Rare Miscellaneous Magic Item
1-21	Rare Power x3
22-74	Very Rare Power
75-89	Very Rare Power, Rare Power
90-100	Very Rare Power, Rare Power ×2

D100	Legendary Miscellaneous Magic Item
1-25	Legendary Power
26-30	Legendary Power ×2
31-65	Legendary Power, Very Rare Power
66-70	Legendary Power, Very Rare Power ×2
71-80	Very Rare Power ×2
81-100	Very Rare Power ×3

D100	Miscellaneous Magic Item Form
1-5	Belt (corset, girdle, sash)
6-11	Burning Item (censer, lamp, lantern)
12-18	Cloak (cape, mantle, shawl)
19-21	Clothing (dress, robes, tunic)
22-26	Crown (circlet, tiara, veil)
27-31	Domestic Item (broom, hammer, rope)
32-33	Flag (banner, pennant, standard)
34-38	Handwear (bracers, gauntlet, gloves)
39-42	Hat (headdress, phylactery, skullcap)
43-46	Mask (helmet, mask, visor)
47-50	Musical Instrument (chime, drum, whistle)
51-64	Necklace (amulet, garland, torc)
65-67	Ornament (badge, brooch, pin)
68-69	Prosthetic (eye, foot, hand)
70-77	Relic (book, holy symbol, skull)
78-80	Sheet (blanket, carpet, tarp)
81-87	Shoes (boots, sandals, slippers)
88-91	Statue (doll, figurehead, idol)
92-97	Stone (crystal ball, gem, lens)
98-100	Vessel (cauldron, cup, flask)

No principle of the arcane art requires that any particular power be imbued in any particular item. Yet prudence and practice agree that form should serve function. The arcanist must attend not only to the currents of magic but to the affordances of matter. We could manufacture tablecloths of protection, but banquet tables rarely fight battles.

Sürius Segasaromen, *The Arcane Art*

D100	Miscellaneous Magic Item Form (charged)
1-25	Ink (chalk, paint, makeup)
26-50	Powder (ash, dust, salt)
51-70	Food (bread, fruit, seed)
71-100	Fuel (candle, firewood, incense)

D20	Miscellaneous Magic Item Description
1-4	Natural
5-8	Human
9-12	Magical
13-14	Coloration
15	Gem
16	Horn
17	Precious Metal
18	Unusual Material
19-20	Roll twice and combine

SWORDS

When generating a random sword, first roll on the appropriate Number and Rarity table to determine the bonus of the sword as well as the number and rarity of the powers possessed by it (if any). The tables stretch from Uncommon to Legendary; there are no Common magic swords. If the sword has one or more powers, roll on the corresponding Powers by Rarity table(s) to determine the specific power(s) involved. Any Very Rare power on a sword of +3 or greater has a 25% chance of being a permanent Striking effect rather than the indicated result.

Once the sword's powers are determined, you can roll on the setting-appropriate table of your choice (p. 53) to determine the sword's type (dagger, short sword, sword, or two-handed sword) and the Sword Description table below to devise a description for the item.

Sword +2, Sarcophagal

D100	Uncommon Sword
1-100	Sword +1

D100	Rare Sword
1	Sword +1; consume for 4th level spell
2	Sword +1; consume for 5th level spell
3	Sword +1; consume for 6th level spell
4-8	Sword +1; Rare Power
9-10	Sword +1; Rare Power, Uncommon Power
11-26	Sword +1; Uncommon Power
27-43	Sword +1; Uncommon Power ×2
44-60	Sword +1/+2
61	Sword +1/+2; Rare Power
62-77	Sword +1/+2; Uncommon Power
78-80	Sword +1/+3
81	Sword +1/+3; Uncommon Power
82-91	Sword +2
92	Sword +2; Rare Power
93	Sword +2; Rare Power, Uncommon Power
94-98	Sword +2; Uncommon Power
99	Sword +2; Uncommon Power ×2
100	Sword +2/+3

D100	Very Rare Sword
1-10	Sword +1; Very Rare Power
11-20	Sword +1; Very Rare Power, Rare Power
21-30	Sword +2; Rare Power ×2
31-37	Sword +2; Very Rare Power, Rare Power
38-45	Sword +2/+3; Rare Power
46-53	Sword +2/+3; Rare Power ×2
54-61	Sword +2/+3; Very Rare Power
62-71	Sword +3
72-83	Sword +3; Rare Power
84-93	Sword +3; Rare Power ×2
94-100	Sword +3; Very Rare Power

D100	Legendary Sword
1-10	Sword +1, 7th level ritual 1d4 charges
11-18	Sword +1, 8th level ritual 1d4 charges
19-24	Sword +1, 9th level ritual 1d4 charges
25-32	Sword +3; Legendary Power
33-38	Sword +3; Very Rare Power ×2
39-44	Sword +3; Very Rare Power ×2, Rare Power
45-49	Sword +3; Very Rare Power ×3
50-55	Sword +3; Very Rare Power, Rare Power
56-60	Sword +3; Very Rare Power, Rare Power ×2

D100	LEGENDARY SWORD
61-66	Sword +3/+5; Very Rare Power, Rare Power
67-71	Sword +3/+6; Rare Power ×2
72-78	Sword +4; Legendary Power
79-84	Sword +4; Very Rare Power
85-90	Sword +4; Very Rare Power, Rare Power
91-94	Sword +5; Legendary Power
95-100	Sword +5; Very Rare Power

D20	SWORD DESCRIPTION
1-3	Natural
4-6	Human
7-9	Magical
10	Coloration
11-13	Gem
14	Horn
15-17	Precious Metal
18	Unusual Material
19-20	Roll twice and combine

MISCELLANEOUS WEAPONS

When generating a miscellaneous weapon, first roll on the appropriate Number and Rarity table to determine the bonus of the weapon as well as the number and rarity of the powers possessed by it (if any). The tables stretch from Uncommon to Legendary; there are no Common magic weapons. If the weapon has one or more powers, roll on the corresponding Powers by Rarity table(s) to determine the specific power(s) involved. Any Very Rare power on a weapon of +3 or greater has a 25% chance of being a permanent Striking effect rather than the indicated result.

Once the weapon's powers are determined, roll on the Weapon Type table below to find out if the weapon is an axe, bludgeon, bow, spear, or other weapon. (Skip this step if it's a set of ammunition.) You can then roll on the setting-appropriate table of your choice (p. 52–53) to determine the exact weapon as well as on the Miscellaneous Weapon Description table to devise a description for the item.

D100	UNCOMMON WEAPON
1-15	Ammunition +1 (2d10)
16-100	Weapon +1

D100	RARE WEAPON
1-15	Ammunition +2 (2d10)
16	Weapon +1; consume for 4th level spell
17	Weapon +1; consume for 5th level spell
18	Weapon +1; consume for 6th level spell
19-22	Weapon +1; Rare Power
23	Weapon +1; Rare Power, Uncommon Power
24-39	Weapon +1; Uncommon Power
40-56	Weapon +1; Uncommon Power ×2
57-72	Weapon +1/+2
73	Weapon +1/+2; Rare Power
74-85	Weapon +1/+2; Uncommon Power
86-87	Weapon +1/+3
88	Weapon +1/+3; Uncommon Power
89-92	Weapon +2
93	Weapon +2; Rare Power
94	Weapon +2; Rare Power, Uncommon Power
95-98	Weapon +2; Uncommon Power
99	Weapon +2; Uncommon Power ×2
100	Weapon +2/+3

D100	VERY RARE WEAPON
1-15	Ammunition +3 (2d10)
16-25	Weapon +1; Very Rare Power
26-35	Weapon +1; Very Rare Power, Rare Power
36-43	Weapon +2; Rare Power ×2
44-50	Weapon +2; Very Rare Power, Rare Power
51-56	Weapon +2/+3; Rare Power
57-62	Weapon +2/+3; Rare Power ×2
63-70	Weapon +2/+3; Very Rare Power
71-74	Weapon +3
75-83	Weapon +3; Rare Power
84-93	Weapon +3; Rare Power ×2
94-100	Weapon +3; Very Rare Power

Spear +1, Summit's Skewer

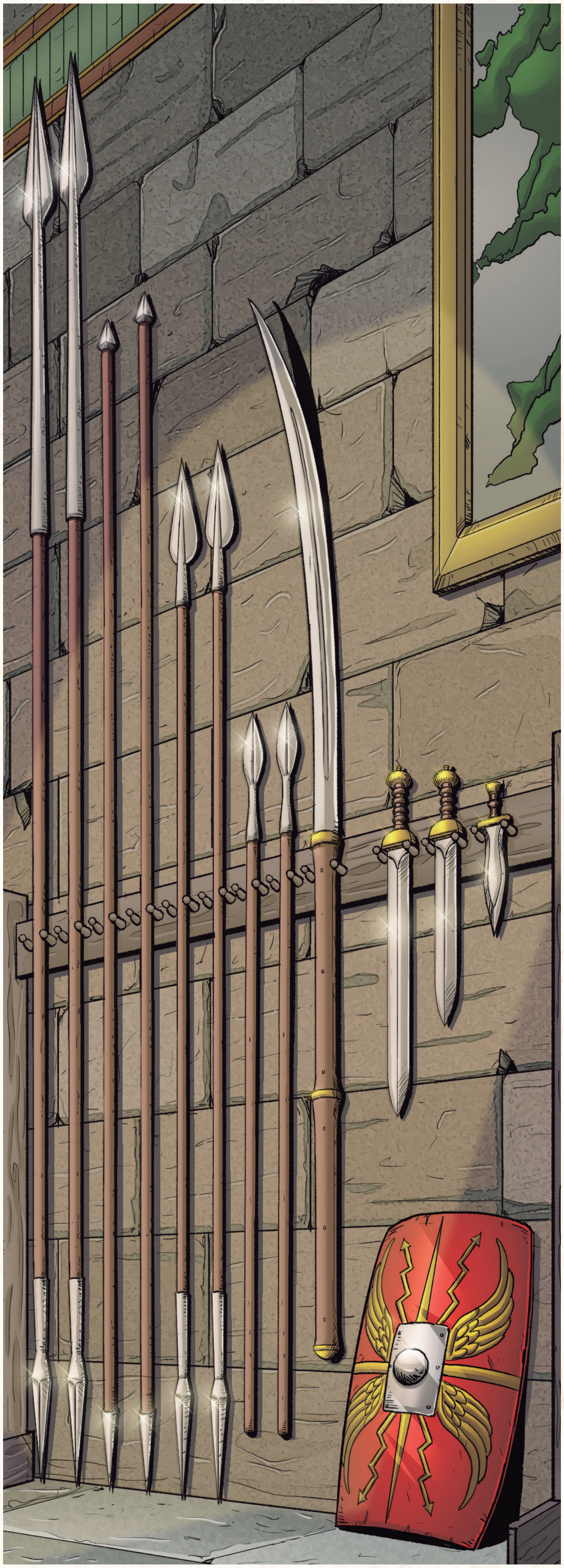
D100	Legendary Weapon
1-10	Weapon +1, 7th level ritual 1d4 charges
11-18	Weapon +1, 8th level ritual 1d4 charges
19-24	Weapon +1, 9th level ritual 1d4 charges
25-32	Weapon +3; Legendary Power
33-38	Weapon +3; Very Rare Power ×2
39-44	Weapon +3; Very Rare Power ×2, Rare Power
45-49	Weapon +3; Very Rare Power ×3
50-55	Weapon +3; Very Rare Power, Rare Power
56-60	Weapon +3; Very Rare Power, Rare Power ×2
61-66	Weapon +3/+5; Very Rare Power, Rare Power
67-71	Weapon +3/+6; Rare Power ×2
72-78	Weapon +4; Legendary Power
79-84	Weapon +4; Very Rare Power
85-90	Weapon +4; Very Rare Power, Rare Power
91-94	Weapon +5; Legendary Power
95-100	Weapon +5; Very Rare Power

D20	Weapon Type
1-4	Axe
5-8	Bludgeon
9-14	Bow
15-18	Spear
19-20	Other Weapon

D20	Miscellaneous Weapon Description
1-3	Natural
4-6	Human
7-9	Magical
10	Coloration
11-13	Gem
14	Horn
15-17	Precious Metal
18	Unusual Material
19-20	Roll twice and combine

It is often said that what differentiates true magical weapons from mere masterworks is their extraordinary ability to damage incorporeal creatures. It is true that the sharpest steel cannot cut an immaterial body, while a dull blade, properly enchanted, can hew through ghosts. But we must be cautious that we do not infer too much from this. Silver weapons have been proven to have potency against the incorporeal shadows of the Outer Darkness, without any enchantment laid on them; and even such crude material as cold iron can demonstrate occult properties without the intervention of an arcanist. It is not possible to cleanly distinguish between the mundane and the magical anytime the magical inheres in the mundane.

Sürius Segasaromen, *The Arcane Art*



ARMOR

When generating random armor, first roll on the appropriate Number and Rarity table to determine the bonus of the armor as well as the number and rarity of the powers possessed by it (if any). The tables stretch from Uncommon to Legendary; there are no Common magic armors. If the armor has one or more powers, roll on the corresponding Powers by Rarity table(s) to determine the specific power(s) involved.

Once the armor's powers are determined, roll on the Armor Type table below to find out if the item is a suit of armor or a shield. If it's a suit of armor, you can then roll on the setting-appropriate table of your choice (p. 52) to determine the exact type of armor (leather, chain, plate, etc.). For both armors and shields, you can roll on the Armor Description table to devise a description for the item.

D100	UNCOMMON ARMOR
1-100	Armor +1

D100	RARE ARMOR
1-2	Armor +1; consume for 4th level spell
3-4	Armor +1; consume for 5th level spell
5	Armor +1; consume for 6th level spell
6-14	Armor +1; Rare Power
15-17	Armor +1; Rare Power, Uncommon Power
18-43	Armor +1; Uncommon Power
44-67	Armor +1; Uncommon Power ×2
68-88	Armor +2
89-90	Armor +2; Rare Power
91	Armor +2; Rare Power, Uncommon Power
92-98	Armor +2; Uncommon Power
99-100	Armor +2; Uncommon Power ×2

D100	VERY RARE ARMOR
1-13	Armor +1; Very Rare Power
14-25	Armor +1; Very Rare Power, Rare Power
26-38	Armor +2; Rare Power ×2
39-48	Armor +2; Very Rare Power, Rare Power
49-63	Armor +3
64-79	Armor +3; Rare Power
80-92	Armor +3; Rare Power ×2
93-100	Armor +3; Very Rare Power

D100	LEGENDARY ARMOR
1-10	Armor +1, 7th level ritual 1d4 charges
11-18	Armor +1, 8th level ritual 1d4 charges
19-24	Armor +1, 9th level ritual 1d4 charges
25-32	Armor +3; Legendary Power
33-41	Armor +3; Very Rare Power ×2
42-47	Armor +3; Very Rare Power ×2, Rare Power
48-52	Armor +3; Very Rare Power ×3
53-58	Armor +3; Very Rare Power, Rare Power
59-66	Armor +3; Very Rare Power, Rare Power ×2
67-73	Armor +4; Legendary Power
74-81	Armor +4; Very Rare Power
82-90	Armor +4; Very Rare Power, Rare Power
91-94	Armor +5; Legendary Power
95-100	Armor +5; Very Rare Power

D20	ARMOR TYPE
1-10	Armor
11-20	Shield

D20	ARMOR DESCRIPTION
1-3	Natural
4-6	Human
7-9	Magical
10-12	Coloration
13	Gem
14	Horn
15-17	Precious Metal
18	Unusual Material
19-20	Roll twice and combine

Though magic readily inheres to platinum, gold, electrum, silver, and copper, these noble metals are too soft for blades and breastplates. Experience has shown that orichalcum, steel, bronze, and iron are the proper metals for instruments of war. Hepatizon, though both magically potent and materially serviceable, is perilously tainted by the chthonic powers.

Sürius Segasaromen, *The Arcane Art*

POWERS BY RARITY TABLES

The following tables can be rolled on to produce powers for rarities from Uncommon to Legendary. As common powers are almost exclusively a single charge of a low-level spell they are not present in most item types, and the Common Miscellaneous Item table is grouped with others of its type. Items may have permanent powers, charged powers, or powers activated periodically. In the former case the power is specified, while in the latter case the Judge determines the spells involved using an appropriate spell list. If an item is generated with multiple charged or activated powers they are considered separately, and do not share a use or charges unless specified, as with some implements. If the name of a spell is given the item has that spell as a permanent effect, applied to itself or to the user as appropriate.

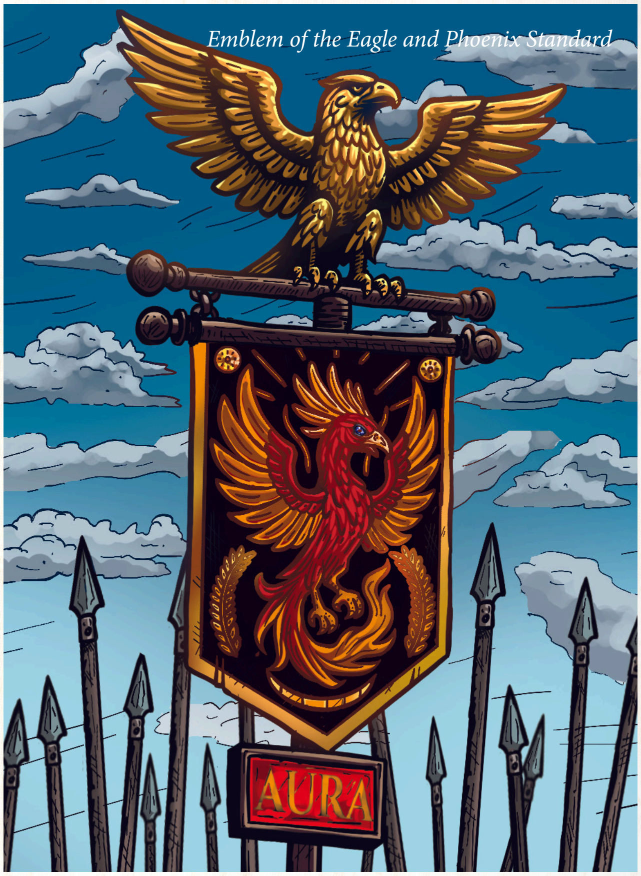
D100	UNCOMMON POWER
1-6	1st level spell 1/day
7-13	1st level spell 1/week
14-25	1st level spell 1d3 charges
26-37	1st level spell 1d4 charges
38-40	1st level spell 1d6 charges
41-43	1st level spell 1d8 charges
44-55	2nd level spell 1d2 charges
56-58	2nd level spell 1d3 charges
59-60	2nd level spell 1d4 charges
61-72	3rd level spell 1 charge
73-78	3rd level spell 1d2 charges
79	3rd level spell 1d3 charges
80-89	4th level spell 1 charge
90-91	4th level spell 1d2 charges
92-96	5th level spell 1 charge
97	5th level spell 1d2 charges
98-100	6th level spell 1 charge

Cauldron of Shattered Souls

D100	RARE POWER
1-2	**Allure**
3-4	**Angelic Choir**
5	**Chameleon**
6	**Discern Evil**
7	**Discern Invisible**
8	**Discern Magic**
9	**Discern Poison**
10	**Divine Armor**
11	**Energy Protection** (roll for type)
12-13	**Illumination**
14	**Illusory Duplicates**
15	**Leaping**
16-17	**Locate Animal or Plant**
18	**Locate Object**
19	**Pass Without Trace**
20	**Physical Protection** (roll for type)
21-22	**Predict Weather**
23	**Silent Step**
24	**Slickness**
25	**Speak with Beasts**
26	**Spider Climbing**
27	**Swimming**
28	**Water Breathing**
29-37	Proficiency (Judge's choice)
38-55	1st level spell 1/hour
56-57	2nd level spell 1/day
58	2nd level spell 1/hour
59-78	2nd level spell 1/week
79	3rd level spell 1/day
80	3rd level spell 1/hour
81-84	3rd level spell 1/week
85-87	3rd level spell 1d4 charges
88	3rd level spell 1d6 charges
89	4th level spell 1/day
90	4th level spell 1/week
91-92	4th level spell 1d4 charges
93	4th level spell 1d6 charges
94	5th level spell 1/day
95	5th level spell 1/week
96	5th level spell 1d4 charges
97	5th level spell 1d6 charges
98	6th level spell 1/week
99	6th level spell 1d4 charges
100	6th level spell 1d6 charges

D100	VERY RARE POWER
1-2	**Anti-Magic Sphere**
3-4	**Blast Ward**
5-6	**Blast Ward, Greater**
7-8	**Death Ward**
9-10	**Deflect Ordinary Missiles**
11-14	**Deflect Ordinary Weapons**
15	**Discern Bewitchment**
16	**Discern Curse**
17	**Divine Protection**
18-19	**Energy Invulnerability** (roll for type)
20-21	**Flight**
22	**Gaseous Form**
23-25	**Giant Strength**
26	**Growth**
27	**Growth, Beast**
28	**Holy Circle, Sustained**
29	**Indiscernibility**
30	**Inspire Awe**
31	**Inspire Horror**
32-33	**Invulnerability to Evil**
34-35	**Invulnerability to Good**
36	**Levitation**
37	**Lightless Vision**
38	**Locate Treasure**
39-40	**Necromantic Invulnerability**
41-42	**Ogre Strength**
43-44	**Physical Invulnerability** (roll for type)
45	**Reveal Ritual Magic**
46	**Safe Travels**
47	**Shrouding Fog**
48-49	**Skinchange**
50-51	**Speak with Plants**
52	**Spellward**
53-54	**Strength of Mind**
55-57	**Swift Sword, Sustained**
58-59	**Telekinesis**
60-62	**Telepathy**
63-65	**Tongues**
66	**Unholy Circle, Sustained**
67	**Water Walking**
68-69	**Winged Flight**
70-73	3rd level spell 1/turn
74-77	4th level spell 1/hour
78-81	4th level spell 1/turn
82-85	5th level spell 1/hour
86-89	5th level spell 1/turn
90-93	6th level spell 1/day
94-97	6th level spell 1/hour
98-99	7th level ritual 1 charge
100	8th level ritual 1 charge

D100	LEGENDARY POWER
1-5	**Banner of Invincibility**
6-10	**Barrier of Blades**
11-15	**Clairaudiency, Greater**
16-20	**Clairvoyancy, Greater**
21-25	**Control Weather**
26-30	**Dominate Plants**
31-35	**Panic**
36-40	**Trollblood**
41-46	**True Seeing**
47-51	**X-Ray Vision**
52-63	6th level spell 1/turn
64-76	7th level ritual 1d6 charges
77-87	8th level ritual 1d6 charges
88-95	9th level ritual 1 charge
96-100	9th level ritual 1d6 charges


Emblem of the Eagle and Phoenix Standard

COMMAND WORDS

Some activated or charged items can be triggered by deed – lighting a magic candle, planting a magic seed, and so on. Others, however, can be triggered only by uttering a particular word or phrase of command. If you review the various items in the ***Treasure Tome***, you'll see many that require command words. Typically command words are specified by meaning and language ("the user must speak the word 'fire' in Ancient Zaharan") rather than by phonetic transcript.

When the adventurers seize an item from its prior owner, they might be lucky enough to learn its command word by observing the item's use beforehand, finding it scrawled in the journal of its prior owner, or forcing it out by interrogation or *speak with dead*. However, when adventurers find an item without a known owner in a treasure hoard, it will typically require magic research to identify its command word. The following tables can be used to generate command words that such research can discover.

D100	COMMAND WORD LANGUAGE
1-20	Ceremonial
21-30	Common
31-50	Exotic
51-90	Foreign
91-100	Dead

D100	COMMAND WORD TYPE
1-40	Literalist
41-70	Poetic
71-90	Allusion
91-100	Unconnected

Command Word Language

For each result on the table, we've offered both a general definition and one or more examples from the Auran Empire campaign setting. For a campaign run outside this setting, substitute an appropriate language of your choice.

Ceremonial: An archaic language that is now relegated primarily to religious or ceremonial use. Example: Classical Auran.

Common: A contemporary language spoken by one of the setting's large human populations. Example: Common Auran.

Exotic: An unusual language that has never been widely spoken by humans or demihumans, even in the distant past. Example: Draconic.

Foreign: A contemporary language spoken by and associated with a group of people foreign to the setting's primary human population. Demihuman languages count as foreign unless the campaign is based around their race. Examples: Dwarven, Elven.

Dead: An ancient language now rarely spoken outside of ancient magical practice, often foreign and obscure. Example: Ancient Zaharan.

Command Word Type

Command words can range from the obvious and literal to the obscure and poetic. If the adventurers suspect or know what an item does, they might attempt to manually guess relevant words and phrases in each language they know in the hopes of randomly stumbling on the right command. Literalist command words can sometimes be derived from such guesswork, but other types are rarely guessed without other clues.

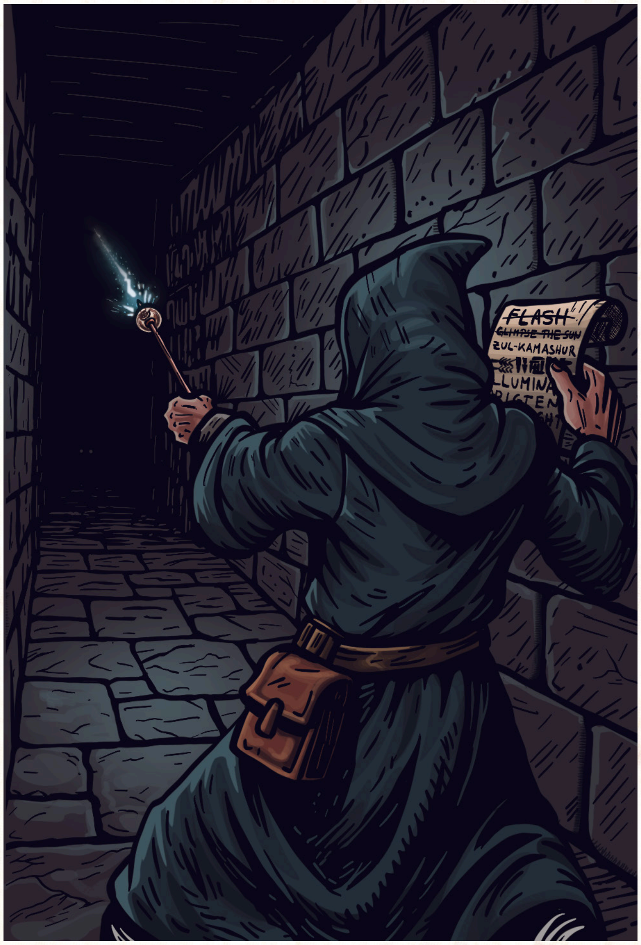
Literalist: A command word that hews closely to the spell's name or a plain description of its effect.

Poetic: A command word that refers indirectly to the effect.

Allusion: A command word that relates to the effect by reference to some piece of history, literature, or religion.

Unconnected: A command word that has no discernible relationship with the effect of the item.

> **EXAMPLE:** A treasure hoard contains four wands of *blinding flash*. The Judge rolls to determine their command words, with the following results: Ceremonial - Literalist; Common - Poetic; Exotic - Allusion; and Dead - Unconnected. He determines that the command words are, respectively: the word 'flash' in Classical Auran; the phrase 'glimpse the sun' in Common Auran; the name 'Zul-Kamashur,' alluding to a famous dragon that blinded an Empyrean hero; and the word 'cheese' in Zaharan.



APPENDIX B: ITEM TRAITS

The following tables provide a means of making magical items more unique and desirable (or horrific) and inspiring further ideas, without adding extra power beyond possible minor benefits. These traits can be selected by you or rolled as desired, and should reflect the sort of item or its origin. Even odd combinations can be used, however; a **+1 sword of ever-decaying flesh and bone** would make a fine device for a necromantic foe, and its inherent magic would allow it to function normally.

At the end of this section, rules are also included for generating these minor magical traits when crafting magical items – though unless the creator is notably powerful, the results can be unpredictable.

MAGIC ITEM TRAITS - GENERAL

D20	TRAIT
1	Adjusts its shape, form, and color to best suit its wielder, but always appears as a mundane object of its type
2	Arcs of energy dance across it when it is wielded
3	Blurs when moving, leaving a faint after-image in its wake
4	Catches the light and sparkles like cut glass
5	Changes color to reflect the wielder's mood
6	Constantly changes and shifts in color
7	Displays breathtaking imagery as etching or filigree that periodically changes what it depicts
8	Distant drumbeats may be heard when it is wielded
9	Emits a glowing aura when used, equivalent to a candle's light
10	Emits different musical tones when touched in different places
11	Gains a mirror-like surface
12	Glowing runes appear upon it
13	Item's material becomes transparent, like glass
14	Natural patterns of the material, e.g. wood grain, Damascus steel, twist to form natural magical sigils
15	Shrinks to half its size or length when not being used
16	Stars drift within it
17	Surrounded by tiny, drifting motes of light, equivalent to a candle's light
18	Thrums when used
19-20	The crafter's desires imprint themselves on the object — choose a result or make a new one!

> *Experiment has established that essences extracted from beings possessed of particular occult virtues may be induced to transmit those virtues to inert matter, a principle denominated the Law of Correspondence. Yet it is no less established that such essences may also be induced to manifest contrary potencies; and this principle we dub the Law of Polarity.*
>
> **Sürius Segasaromen,** ***The Arcane Art***

MAGIC ITEM TRAITS - AIR/STORM

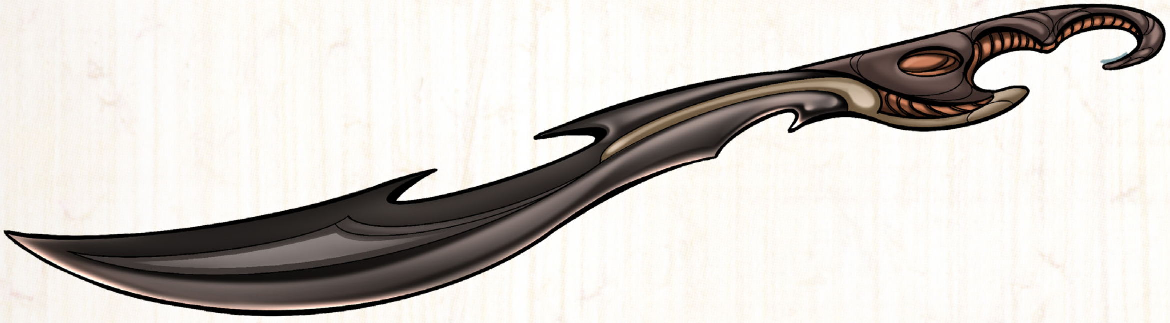
D20	TRAIT
1	Air elementals bow lightly in acknowledgment of the item
2	Always smells like the fresh mountain air
3	Arcs of harmless electricity erupt from it when used
4	Becomes transparent, nearly invisible
5	Charged with static; user's skin tingles and hair stands on end when it is used
6	Clouds drift within it; when wielded, these become a storm
7	Constantly cool to the touch
8	Displays the word for "air" in every known language
9	Distant rumbles of thunder may be heard whenever it is used
10	Drifts lightly to the ground when dropped, like a feather
11	Emits a haunting, whistling melody when the wind blows over it
12	Exudes tendrils of mist
13	Feels light and hollow, though this does not affect its use
14	Miniature clouds swirl around it when it is wielded
15	Small birds find it an object of fascination
16	Small holes appear within it; these emit a haunting melody when the wind blows through them
17	Surrounded by a gentle breeze when wielded
18	Wielder's hair and clothing is always dramatically ruffled and billowed by wind
19-20	The crafter's desires imprint themselves on the object — choose a result or make a new one!

MAGIC ITEM TRAITS - ALIEN HORROR

D20	TRAIT
1	Absorbs all light; appears to be a shape composed of utter darkness
2	Attracts insects and small vermin nearby; it devours them
3	Becomes transparent; strange organs pulse within it
4	Causes food and drink within 10' to spoil over time, with 10% chance of spoilage per hour the item is nearby
5	Corrodes and decays; pieces of it slough off and regrow constantly
6	Covered in black chitin; sometimes insectile limbs unfold from it before retracting
7	Covered in carved alien faces; these sometimes mouth things silently and shift their gaze
8	Covered in patches of foul blisters that pop and ooze yellowish pus when touched
9	Covered in patches of short, fleshy wavering tendrils that reach towards and caress any living flesh nearby
10	Heavily stained with a dark ichor that periodically arranges itself into disturbing sigils
11	Possesses a distinct, pulsing heartbeat. This beats faster when things near it suffer or die
12	Possesses a squirming shadow that bears no resemblance to the object
13	Recoils and flinches slightly when touched, as if afraid
14	Run through with thick veins carrying ichor; they ooze if cut before quickly healing
15	Seems to constantly whisper… hideous things, barely audible
16	Shifts uneasily of its own accord when not being used
17	Smells of sickly sweet decay; occasionally blooms with patches of bizarre fungus
18	Unnaturally warm and flesh-like to the touch; it sometimes grows hairs
19-20	The crafter's desires imprint themselves on the object — choose a result or make a new one!

MAGIC ITEM TRAITS - EARTH/STONE

D20	TRAIT
1	Acts like lodestone; it left atop a flat surface, it will orientate itself to point north, granting a +1 bonus to Navigation throws
2	All of the materials in the object blend into each other seamlessly
3	Displays the word for "earth" in every known language
4	Earth elementals bow lightly in acknowledgment of the item
5	Emits tiny tremors when lain upon the earth
6	Feels unusually heavy and solid, though this does not affect its use at all
7	Frequently drips small quantities of sand
8	Gains an inner iridescence, like opal
9	Has a fissured surface
10	Lightly magnetic; small metal objects will stick to it
11	Rumbles when an earthquake is imminent
12	Sheds tiny chips of rock and minerals when used
13	Smells like dark, rich earth
14	Studded with natural growths of polished rock or crystal
15	Tugs lightly towards large sources of raw, unworked metal nearby
16	Veins of seemingly natural crystal run through it
17	Veins of seemingly natural metal run through it
18	When placed upon earth or stone, crystals grow around it
19-20	The crafter's desires imprint themselves on the object — choose a result or make a new one!

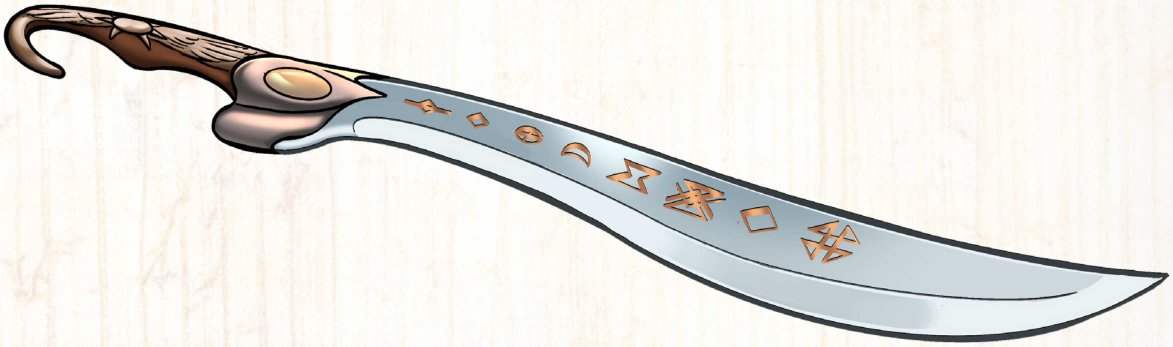


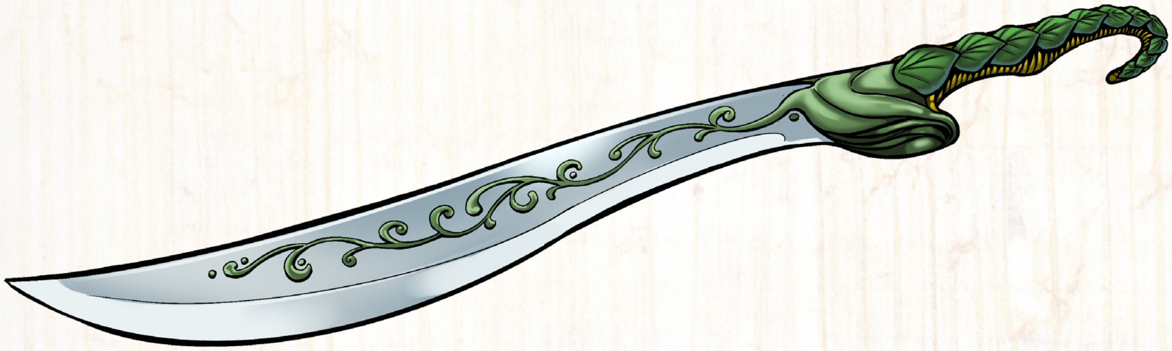
MAGIC ITEM TRAITS - FIRE

D20	TRAIT
1	An ever-living flame can be seen flickering within its substance
2	Becomes blackened, as if by flame
3	Constantly warm to the touch
4	Displays the word for “fire” in every known language
5	Exudes wispy tendrils of smoke
6	Fire elementals bow lightly in acknowledgment of the item
7	Heatless fire engulfs it when wielded, illuminating like a candle
8	Heatless lava drips from it periodically, forming small pools of basalt
9	If held against a flammable object for several rounds, ignites it as would a tinderbox
10	Its surface flows like heatless lava
11	Partially melted in appearance
12	Periodically gives off bursts of tiny sparks, as if from a wood fire
13	Recoils lightly from large sources of water
14	Sheds small amounts of fine ash
15	Slowly boils small containers of water and other liquids kept near it for a long time
16	Smells faintly of burning charcoal
17	The sound of crackling flames emanates lightly from it, rising to a roar when wielded
18	Whether plunged in lava or exposed to flame, it is never marred nor becomes uncomfortably hot
19-20	The crafter’s desires imprint themselves on the object — choose a result or make a new one!

MAGIC ITEM TRAITS - HOLY/LAWFUL

D20	TRAIT
1	Anything reflected in its surface appears flawless and vibrant
2	A pair of golden wings are folded around part of it, appearing as an etched design; these unfurl when it is used
3	Becomes partially transparent; at its core beats a heart of wrought silver or gold
4	Chimes like a fine bell when wielded
5	Delicate runes glow golden or silver from its surface
6	Detailed etchings depict winged deities and champions across every surface; these move when the item is used
7	Emits a faint celestial chorus when used
8	Exudes the scent of aromatic incense
9	Features a polished metal disc in which the sun (or moon) may always be seen
10	Intricate scrollwork recounts the bearer’s good deeds across its surface
11	It announces its presence with a rousing trumpet fanfare when wielded against Chaotic foes
12	Its condition reflects the actions of its bearer; ill deeds appear as stains and corrosion, good deeds as luster and color
13	Lawful entities bow in acknowledgment of the item
14	Nothing may mar its clean, perfect surface; not dirt, nor grime, nor blood, nor scratches or dents
15	Prayers adorn it, writ in elegant characters of light
16	Sheds small golden feathers composed only of light that dissipate as they drift
17	Roars like a lion when wielded
18	Those sleeping near it enjoy peaceful or heroic dreams
19-20	The crafter’s desires imprint themselves on the object — choose a result or make a new one!





Magic Item Traits - Sylvan

D20	Trait
1	A diffuse rainbow surrounds it in daylight, like sunlight through a fine mist
2	Becomes transparent; leaves and seeds appear trapped within it
3	Bright red toadstools grow in a ring around it when it is placed upon the earth
4	Changes color to match the seasons, like leaves
5	Covered in a fine floral filigree; the metal leaves and flowers move and grow
6	Delicate spirals without end cover its surface
7	Exudes the scent of a summer glade
8	Finely etched faerie scenes decorate its surface; they change daily
9	Flowers turn their heads towards the object as it passes
10	Frequently sheds scented petals
11	Illusory butterflies flutter around it in vivid colors
12	Issues a joyous or mocking laugh when wielded
13	It glows with pale light like a torch when the moon is full
14	Ivy grows from and entwines the item
15	Miniature blossoms bloom on its surface
16	Natural patterns of the material, e.g. wood grain, Damascus steel, twist to form beautiful patterns
17	Sings a soft lament when moonlight falls upon it
18	Small woodland creatures find it an object of fascination
19-20	The crafter's desires imprint themselves on the object — choose a result or make a new one!

Magic Item Traits - Unholy/Chaotic

D20	Trait
1	Absorbs light around it, making it appear unnaturally dark
2	Cackles wickedly when wielded
3	Carved with lurid depictions of torment
4	Causes terrible nightmares in those who sleep near it
5	Constantly weeps tiny amounts of warm blood
6	Covered in vile runes that glow malevolently
7	Disquiets small children and animals; they recognize its evil
8	Draws any shed blood nearby towards it; it will devour this
9	Exudes an unpleasant chill; always cold to the touch
10	Exudes the faint whiff of brimstone
11	Groans with pain/pleasure when wielded
12	Natural material patterns, e.g. wood grain, twist to form disturbing patterns such as skulls, devilish faces, etc.
13	Permanently stained with blood or ichor, no matter how vigorously cleaned
14	Screams in torment when wielded
15	Small plants wither, blacken and die within minutes of being near it
16	The weak-willed are more wont to bicker and quarrel when near it
17	Tormented faces drift within its substance
18	Weeps wretchedly when used
19-20	The crafter's desires imprint themselves on the object — choose a result or make a new one!

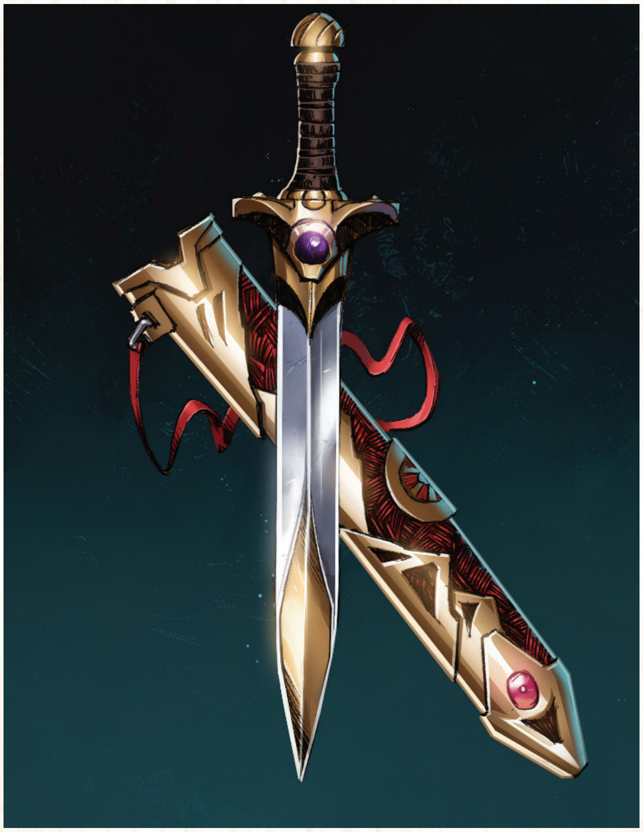
MAGIC ITEM TRAITS - WATER/SEA

D20	TRAIT
1	Always floats atop water, never sinks unless pulled under, granting its bearer a +1 bonus to Swimming throws
2	Beach-made; shells and barnacles, coral and scales, fishbones and seaweed grow from within it
3	Becomes transparent, its surface rippling like water
4	Condensation rapidly appears on cool surfaces near it
5	Constantly drips small amounts of water, fresh or salty
6	Cools the air lightly around it
7	Displays with the word for "water" in every known language
8	Emits the faint sound of trickling water
9	Emits the faint sound of waves lapping against a beach
10	Purifies small containers of water (up to 1 pint) within 10' over time, with 10% chance of purification per hour
11	Recoils lightly from large sources of fire
12	Sheds snowflakes when wielded
13	Slowly freezes small containers of water and other liquids kept near it for a long time
14	Small colorful fish swim within it
15	Small water creatures find it an object of fascination
16	Smells faintly of the sea
17	Water elementals bow lightly in acknowledgment of the item
18	Water constantly runs down its surface like a stream over rocks, but never drips off the end
19-20	The crafter's desires imprint themselves on the object — choose a result or make a new one!

MINOR MAGICAL EFFECTS IN CRAFTING

With the exception of potions, scrolls, and other magical consumables, there is always a chance that a given magical creation exhibits one or more minor magical traits, as follows:

- Base 1% per 1,000gp of material cost.
- If the total chance exceeds 100%, the excess beyond 100% becomes the chance of a second minor magical trait.
- If the creator is 11th level or higher, they can choose the trait from the appropriate table instead of rolling for it, such is their puissance.



EXAMPLE: Bukhat is creating a **sword +3** (base cost 35,000gp). It has a 35% chance of exhibiting a single minor magical effect.

The table rolled on should be chosen by you based on the creator's alignment, tendencies, and class; the materials used in the item's construction; the type of magical item being made; and the location of its forging. An item crafted by one of Ammonar's faithful and bathed in the full light of the sun every day would likely use the Holy/Lawful table. An item crafted from dark iron, decorated with cut crystal, and buried in the earth every day during its creation would use the Earth table, and so on.

EXAMPLE: Bukhat has crafted his **sword +3** from polished brass, decorated it with cut obsidian and rubies, and held it over flame every day. The Judge assesses that he should roll on the Fire table.

Even if a magic research roll fails, the roll for a minor magical effect should still be made if there is a chance of one.

EXAMPLE: Bukhat does not have a formula for a **sword +3**, so he must make a magic research throw. Unfortunately, Bukhat fails the throw and the sword does not get its +3 bonus! However, he still consults the Fire table for a minor magical effect. Because he is 14th level, he chooses "Heatless fire engulfs it when wielded, illuminating like a candle". Had he been lower than 11th level, he would have had to roll on the table instead of selecting a result. Bukhat has failed to create an epic sword of fire, but he has created a minor magical item (a sword that illuminates like a torch).

When used in combat, weapons that end up with no bonus to hit or damage but still have a minor magical effect count as silver weapons.

APPENDIX C: ITEM CORRUPTION

Many of the magic items found in the ***ACKS II Treasure Tome*** carry drawbacks that make their usage perilous to the wielder. Beneficial items that impose drawbacks, however, are entirely distinct from genuinely **cursed** items. Cursed items, of the sort that appear in the listings in Chapter 2, are intended to weaken, harm, or kill their users without offering any benefit to them. The rules for item creation in Chapter 3 (p. 287) assume that these cursed items are deliberately created, much in the same way that a hacker might deliberately create malware or a hunter might deliberately create booby-traps.

But myth, legend, and fiction suggest that this is not the only way a cursed item might manifest. In some settings, cursed items might appear because of exposure to corrupting environments where chaos and evil reign. The rules in this Appendix allow you to generate and place such **corrupted items** in your treasure hoards. They can be used in conjunction with the main treasure tables of this book, or with any similar system, as you deem appropriate for your campaign.

CORRUPTIONS AND CURSES

Sinkholes of evil are zones of power where death magic and other foul forces are strong (refer to ***ACKS II Judges Journal*** p. 88–89 for detailed rules). They arise in places of death where bodies are improperly laid to rest and around profane altars devoted to Chaotic gods and powers. Magic items left in sinkholes can become **corrupted** over time as they absorb some of the divine power immanent in the sinkhole. Though they retain their original functionality, corrupted items cause a curse on those that wear or use them. The curses that arise can range from instantly slaying whoever touches them to afflicting ongoing maladies on whoever uses them.

As with intentionally cursed items, corrupted items count as **cursed** for purposes of spells such as *discern curse* and *remove curse*. The corrupted effects they cause are considered **curses** for the same purposes, regardless of whether the effects of the corruption match the exact effects of a *bestow curse* spell.

CHANCE OF CORRUPTION

When stocking a dungeon or other point of interest with treasure, you might end up (by chance or choice) placing some of the treasure within sinkholes of evil. If there are any magic items in those treasure hoards, they have a chance to be corrupted. The chance of an item becoming corrupted increases the longer it lies in a sinkhole. A magic item that has lain in a sinkhole of evil for at least a year but less than a decade will have a 1 – 5% chance of having become corrupted. An item that's been stored in a sinkhole for decades will have a 6 – 15% chance of having become corrupted. An item that's been left in a sinkhole for centuries will have a 16 – 33% chance of having become corrupted.

We've given you three methods to pick the exact chance of items getting corrupted. You can choose a probability from the Range of Probabilities column; randomly for a probability on the Random Probability column; or roll for each year, decade, or century on the Cumulative Probability column (or better still, have a computer roll for you). The ***ACKS II*** rules don't offer strict guidelines for how long a treasure hoard has been lying around unclaimed, so you'll have to use your discretion as a worldbuilder to decide the appropriate period.

EXAMPLE #1: The Judge is stocking a bandit lair with treasure. The bandits have made their camp in a chthonic temple under the leadership of a chaotic crusader. The crusader has erected an evil altar in the temple, transforming it into a shadowed sinkhole of evil. While the bandits roam around a lot, using some of their magic items for their banditry, they've been working with the evil crusader for several years and have stored a lot of their magic items in his vaults, sometimes for years at a time. The Judge decides that the personal items carried by the bandit leaders have no risk of corruption but that those stored in the lair each have a 4% chance of being corrupt.

EXAMPLE #2: After vanquishing the bandits, the adventurers discover a map in the chaotic crusader's personal effects. The map leads them to the tomb of an ancient mummy lord buried for hundreds of years. The tomb, as a place of death filled with undead, is also a sinkhole of evil. The Judge decides to roll randomly to see what the probability of corruption is for the magic items in the mummy lord's tomb. He rolls 1d20 and gets a 4, so there is a 19% per item that it is corrupt.

CORRUPTION CHANCE TABLE

TIME IN SINKHOLE	RANGE OF PROBABILITIES	RANDOM PROBABILITY	CUMULATIVE PROBABILITY (ROLL 1D1000)
Years	1 – 5%	1d10 / 2%	0% + additional 0.1% per year
Decades	6 – 15%	1d10 + 5%	1% + additional 0.1% per decade
Centuries	16 – 33%	1d20 + 15%	2% + additional 0.1% per century (max 33%)

Designer's Note: The exact cumulative probability is 0.093% per year for years 1 – 10, 0.093% per decade for years 11 – 100, and 0.093% per century for years 101+. The exact probabilities are 5% after 10 years, 17.1% after 100 years and 33% after 1000 years. If we didn't calculate this and put it in the table, someone from the ***ACKS*** community would have felt obligated to spend hours checking the math, so we're just heading that off in advance.

EFFECTS OF CORRUPTION

Once you've decided that one or more magic items in a treasure hoard are corrupted, it's time to determine the effects of the corruption. For each corrupted item, roll 1d20 and 1d6 on the Item Corruption table. The modified 1d20 roll determines the severity and remedy of the item's corruption (if any), while the 1d6 roll determines the specific curse the corruption causes.

Apply the modifiers listed below separately to each item's 1d20 roll. Use the Item Effects (Arcane/Divine) modifiers for typical items made with arcane, divine or other normal (unshaded) magic types. Only use the Items Effects (Eldritch/Shaded) modifiers if the item was made with eldritch magic or another type of shaded magic.

- *Item Effects (Arcane/Divine):* +2 if the item's effects include at least one unreversed Healing spell, Protection spell, or Death spell that exclusively harms the undead, along with other powers; +4 if the item's effects include only unreversed Healing spells, Protection spells, and/or Death spells that exclusively harm undead; -2 if the item's effects include at least one reversed Healing spell, reversed Protection spell, and/or any other type of Death spell, along with other powers; -4 if the item's effects include only reversed Healing spells, reversed Protection spells, and/or any other type of Death spells.
- *Item Effects (Eldritch/Shaded):* +2 if the item's effects include at least one white spell, along with other powers; +4 if the item's effects include only white spells; -2 if the item's effects include at least one black spell, along with other powers; -4 if the item's effects include only black spells.
- *Item Power:* +1 per spell level of the most powerful spell the item contains.
- *Sinkhole Strength:* -2 if the sinkhole that corrupted the item is blighted; -5 if the sinkhole is forsaken.

Curses caused by corruption can be either instantaneous or continuous. Instantaneous curses are applied just once, either when the corrupted item is first worn (e.g. when armor is donned or a ring slipped on) or when the corrupted item is first used (e.g. when a weapon is wielded or a scroll is read, etc). The user must make a Death saving throw as soon as the curse is triggered. If the saving throw fails, the user is afflicted with the corrupted item's curse. Instantaneous curses that inflict injury or death cannot be **dispelled** or **lifted**, but their effects can be treated in whole or part by spells such as *cure blindness*, *cure serious injury*, or *restore life and limb* unless otherwise noted. Instantaneous curses that inflict less physical torments, or that transform or enthrall the victim, can be **dispelled** or **lifted**, treating the effective caster level of the curse as that appropriate to the item itself. Certain curses might require special spells to deal with them; for instance, if a curse causes the user to turn to stone, it might require *depetrification* to save him.

Continuous curses are applied to the user of the item periodically and with no saving throw permitted. Such effects do not instantly kill the user, though they make his life miserable. These effects are applied to the user when the item is used and in some cases for a specified duration thereafter. Continuous curses caused by items that can be periodically activated (e.g once per hour or once per day) persist until at least the next time the item could be activated, regardless of the state or location of the item. Curses caused by permanent items persist at least as long as the item is in use. Continuous curses caused by charged items persist for at least the duration of the spell cast with the charge.

Once identified as such, corrupted items are cleansed if **dispelled** or **lifted**, treating the effective caster level of the curse as equal to the caster level of the item itself. Items cannot be used as samples for the purposes of magic research until freed of corruption. Corrupted items will not harm the creatures that hoard them, though they show no favoritism when looted by Chaotic adventurers.

CORRUPTION BY OTHER MEANS

In some campaign worlds, some or all elemental forces are as corrosive to the human spirit as Chaos itself. At your discretion, elemental places of power of some or all of the elements might be considered equivalent to sinkholes of evil for purposes of determining if an item has been corrupted, and treated as a sinkhole of equivalent strength when determining the nature of the effect.

EXAMPLE: The Judge has decided that in his campaign world, the elemental spheres of air and fire are associated with Law while the elemental spheres of earth and water are associated with Chaos. Magic items found in edifices of elemental earth or wells of elemental water will have the same chance of corruption as magic items found in sinkholes of evil of equivalent power.

In other campaigns, particularly those inspired by the earliest editions of fantasy RPGs, the dungeons themselves are inherently hostile "mythic underworlds," needing no particular connection to chaotic or elemental forces to harm and slay those that dare enter them. In such settings, all dungeons are considered shadowed sinkholes of evil for purposes of corruption.

The dead shall rise from their tombs and walk again upon the earth as gods.

Songs of Ash and Dust, Ashes 7:4

ITEM CORRUPTION TABLE

1D20+ Modifiers	Curse Condition	6	5	4
-6 or less	On use, you must save vs Death or be affected.	A haunt of 1d12 Shadows (see ***ACKS II Monstrous Manual***, p 274) emerges from nearby sources of darkness, set on destroying you by enervation. If you are slain only ritual magic can restore you.	You are instantly slain and a portion of your soul is lost to the Outer Darkness. If you are raised from the dead by a *restore life and limb* spell, you must roll twice on the Tampering With Mortality table and apply whichever result is worse (Judge's choice).	You are instantly slain, Chaos tainting your soul. Though your body is intact, you cannot be returned to life except by ritual magic or in a Sacrosanct Pinnacle of Good.
-5 – 0	On use, you must save vs Death or be affected.	The skin at your neck pulls tight, chafing against an unseen rope; despite a lack of constriction, air refuses to reach your lungs. Just before losing consciousness you feel the rope snap. Your spine is broken at the neck.	The jaws of an abysmal beast close around you, passing through armor and flesh alike to break the bone. Your spine is severed at the waist.	The fingers of your off hand elongate into demonic talons and begin clawing at your vital parts. Your hand deals 2d6 {Sl!} to you per round until you die or the hand is severed. It will continue attacking if still attached when you are resurrected.
1 – 5	On use, you must save vs Death or be affected.	Success comes at a cost, victory is bittersweet, and hard-won lessons are harder still. You suffer a 10% penalty to XP until your next level.	Your body is disfigured by Chaos in some horrific manner. Each disfigurement imposes a -2 reaction roll with sapient creatures of Lawful or Neutral alignment.	You ripple with convulsions, flesh tearing bone like rats trapped in a sinking ship. You suffer a mortal wound; roll 1d20 and 1d6 on the Savage Mortal Wounds table, applying only CON as a modifier and needing no recovery.
6 – 10	On use, you must save vs Death or be affected. The effect can be **dispelled**.	Endless hunger consumes you, higher functions abandoned in favor of voraciousness. You are transformed into an ignoble beast of indiscriminate palate, such as a boar, vulture, or carp.	You are driven mad (as the spell *incite madness*), doomed to spend the rest of your likely short life alternating between inane rambling and sudden acts of violence.	You are instantly **petrified**, turned to stone of the same kind found in the deepest, darkest corner of the sinkhole. You may only be restored by a *depetrification* spell or effect or ritual magic.
11 – 15	On use, you must save vs Death or be affected. The effect can be **dispelled**.	Your mind wanders circuitously to thoughts of tearing meat and swallowing blood. You must eat the flesh of a freshly killed animal each day or you will begin to starve; while you can eat other food you derive from it no sustenance or joy.	Your body is no longer wholly your own. A shadow cast by no apparent light trails your body, occasionally pulling the limb it is attached to. Anytime you roll an unmodified 1 on an attack throw, you hit an adjacent ally instead of an enemy.	Chaos sleeps until the Awakening, and so do you. You fall into a deep magical torpor, unable to be awoken by natural means.
16 – 20	The effect applies when the item is in use and for 1 day thereafter.	At times you're barely more alive than the item is. Whether by magic, physician, or rest you heal only half the usual amount, but you receive a +2 bonus on saving throws against any poison or disease.	Mindless violence has left a deep impression on the item, and the impression is contagious. Whenever you suffer damage you must immediately make a Spells saving throw. If the throw fails, you are driven **mad** (as the spell *incite madness*) for 1d6 rounds.	Chaos dogs you, peril and failure following closely at your heels. You suffer a -2 penalty to all saving throws.
21 – 25	The effect applies when the item is in use.	The item has been surrounded by Chaos long enough to reveal to you its many faces. You may *discern evil* as the spell to a range of 45'.	The item draws you closer to Chaos, and Chaos closer to you. You receive a +1 bonus to attack throws made against chaotic enemies but they receive the same bonus on attack throws made against you.	Chaos stalks you from a distance, never letting you far from its sight. You suffer a -1 penalty to all saving throws.
26 or more	The effect applies when the item is in use.	The item has developed a fierce opposition to Chaos, and you can channel its antagonism. You can rebuke undead as a crusader of half your level while wielding or wearing the item.	Chaos has annealed the item, and its inner strength rebounds when paired with a strong soul like yours. The area within 5' per level of you is an Illuminated Pinnacle of Good, potentially canceling or weakening a Sinkhole Of Evil.	The item's ties to Chaos impose on you a vulnerability – but one that goes both ways. You suffer a -1 penalty to all saving throws against Chaotic sources, but they likewise suffer a -1 penalty on all saving throws made against you.

1D20+ Modifiers	Curse Condition	3	2	1
-6 or more	On use, you must save vs Death or be affected.	Your body disintegrates into dust. Only a *wish* or *miracle* can restore you.	Your body and mind are lost to the Outer Darkness. A *wish* or *miracle* can rescue you; otherwise, you reappear in 1d10 years, driven to madness for a further 1d10 years from the experience.	Your life is utterly extinguished and can be restored only by a *wish* or *miracle*. Your body continues moving, possessed by a cacodemon fiend (***MM*** p. 68) which will burst forth in its true form when your body is slain.
-5 – 0	On use, you must save vs Death or be affected.	A line of jagged darkness erupts from the item and runs to your heart, instantly slaying you.	One of your limbs (roll 1d6: 1-3 arm, 4-6 leg) is torn off by unseen forces, and your blood boils as it spurts from the gaping stump. You are instantly slain.	Life itself betrays you, a hundred forms and forces attempting to supplant your very self. You suffer the results of six rolls on the Tampering with Mortality (Chaotic) table, only applying WIL as a modifier. No recovery is needed.
1 – 5	On use, you must save vs Death or be affected.	Brightly colored flame is the last thing you see before both eyes are burned away from the inside. You are **blinded**.	Skin sags, muscle melts, and bones grow brittle as life leaches from you and death crawls closer. You instantly age halfway to your racial maximum age. If already over halfway, you age to 1 year from your racial maximum age.	Tendrils of corruption spring from the item, tracing your veins and burning their way through your skin. You suffer 5d6 ☠ damage.
6 – 10	On use, you must save vs Death or be affected. The effect can be **dispelled**.	Your perception of time is warped, an eternity sometimes passing between a thought and your body obeying it. On your initiative each round, roll 1d20. On a 1-10, you can act normally; on an 11-20, you cannot act that round.	A delicious kernel of power settles close to your heart. When you are not in a place of power it is noticeable: you suffer a -4 to all reaction rolls made with enchanted creatures and are likely to be devoured.	Chaos corrupts, and rather than create its own servants it has usurped your legacy. Any children that you bear or father will be inherently Chaotic creatures, capable of reason but human only in physical form.
11 – 15	On use, you must save vs Death or be affected. The effect can be **dispelled**.	Each step weighs on you as if you were buried under the collapsed weight of a starless sky. Whenever outside a Sinkhole of Evil you cannot carry more than your normal load nor move at more than quarter speed, and cannot run or charge.	A glimpse of Chaos's greater designs reduces you to idiocy. You cannot speak, read, or understand any language or other form of communication. You cannot fight effectively nor cast spells.	Your soul is marked and all extraplanar beings wish you dead, targeting you over allies. Every week there is a 1 in 6 chance 1d6 shadows emerge from the nearest Sinkhole of Evil to destroy you.
16 – 20	The effect applies when the item is in use and for 1 day thereafter.	The metaphysical stench of death flows from the item and into you. You can be detected and protected against as if you were an inherently evil summoned creature, and can be rebuked as a wight.	You hear what the item has heard – scurrying vermin, spraying blood, and cries of agony drowning out your own life. You suffer a -2 penalty to Listening throws and a -1 penalty to initiative and surprise rolls.	Moving shadows maliciously block your view, permitting you only to see that which might deceive or torment you. You are effectively **blinded**, though allowed glimpses of fallen friends once their fate is sealed.
21 – 25	The effect applies when the item is in use.	Chaos is drawn to the item and to you, its puppets pulled along their strings. All undead and other inherently evil creatures within 60' can detect your presence.	Everything you hear is followed by the echoes of empty rooms and years of isolation. You suffer a -1 penalty to Listening throws and surprise rolls.	Darkness diffuses, flames flicker, and the sun shines a little bit less when the item is near. You perceive bright light as if it were dim and dim light as darkness.
26 or more	The effect applies when the item is in use.	Chaos has left the weapon's function unblemished but twisted its purpose. The item will not function for anyone of Lawful alignment.	The item's form is physically corrupted and transformed. All attempts to identify it by Magical Engineering or Loremastery proficiencies are made at a -4 penalty.	Violent acts form a pattern in sinkholes of evil, and that pattern has redefined the item. It does not function unless symbolically marked with a token amount of freshly-drawn blood.

APPENDIX D: WEAPON DEVELOPMENT

The typical magic weapon presented in ***ACKS*** is a product of artifice, its powers determined at creation and paid for by expenditure of mundane wealth, special components, and the time and expertise of the spellcaster or grandmaster craftsman that created it. The optional rules in this section allow you to add **developmental weapons** to your campaign – magic weapons which grow stronger over the course of time, viscera and valor soaked into steel in battle after battle until a blade cuts cleaner, swings swifter, or even exhibits other powers entirely.

Developmental Status

Developmental weapons are rarely created on purpose. They instead arise spontaneously when ordinary weapons are enchanted, emerging from metaphysical improbabilities that defy reliable prediction. Anytime a spellcaster creates a magic weapon by magic research, there is a random chance that it might be a developmental weapon. The chance is equal to 3% per point of its base bonus (that is, its permanent bonus against all creatures). Bonuses that are temporary (e.g. due to a spell-like effect) or conditional (e.g. against certain creatures) are excluded.

Since every magic weapon found in a treasure hoard was, itself, the product of magic research at some earlier point, the same probability applies. Anytime magic weapons are discovered in a treasure hoard, each weapon has a 3% chance per base bonus point to be developmental. (Of course, as with all other types of treasure, it's up to you as the Judge to decide whether developmental weapons are placed randomly by die roll or are allocated specifically to locations where you determine their presence is warranted. The dice are merely tools for your worldbuilding.)

EXAMPLE: The Judge has determined that a troll's hoard contains a **sword +1, flamebrand**. He decides to roll randomly to determine whether the **flamebrand** is a developmental weapon. While the sword has +2 and +3 bonuses against oozes and regenerating creatures respectively, it only has a base bonus of +1 against all monsters. Therefore it only has a 3% chance to be developmental.

Identifying Developmental Weapons

A developmental weapon can be identified as such in three ways.

- Inspecting a developmental weapon with a successful Magical Engineering throw will reveal it has developmental capabilities.
- Slaying a creature in combat with the developmental weapon will reveal its bonus against that creature as well as its developmental capabilities.
- Conducting a successful magic research project to identify the weapon will reveal its bonus, powers, command words, and developmental capabilities.

Developing New Powers

Developmental weapons gain power when they are allowed to spiritually **feed** on creatures they slay in combat. The wielder of a developmental weapon can choose whether or not to allow the weapon to feed on what it slays. If he allows the weapon to feed, the weapon will gain experience points equal to the GP value of the slain creatures' special components.

EXAMPLE: Hyglak's **sword +1, flamebrand** is actually a developmental weapon. As he wades into battle against a sloth of owlbeasts, he decides to allow the developmental sword to feed. He slays two owlbeasts with the sword. The Judge consults the ***ACKS II Monstrous Manual*** entry for owlbeasts and notes that each owlbeast has a pair of claws worth 175gp as a special component and a stomach worth 175gp as a special component, for a total of 350gp. Hyglak's developmental sword therefore gains 2 × 350 = 700 XP from the two owlbeasts it was allowed to feed on.

The GP value of a creature's special components is ordinarily equal to its XP value, so in most cases the weapon will gain experience equal to the XP value of the creatures it feeds on. From time to time, though, the difference can matter – for instance, a developmental weapon cannot feed on creatures that lack special components, such as domesticated animals. ("No, Elric, you cannot level up Stormbringer by slaughtering sheep.")

Note that the XP earned by the weapon is in addition to any XP its wielder receives, because the weapon is feeding on life energy that otherwise would have lingered in the special components that could have been harvested from the slain creatures. The components of a creature a developmental weapon has fed upon cannot be harvested for their magical value, although horns, pelts, and other mundane components retain their usual value (if any).

EXAMPLE: As 5* HD monsters, owlbeasts are worth 350 XP each; that's *why* their special components are worth a total of 350gp. Hyglak is getting 350 XP for each owlbeast he slays, and his developmental sword is also gaining 350 XP for each owlbeast he slays with it, because he's letting it feed. Unfortunately for Tirenius, the party's mage, that means the owlbeasts cannot be harvested for their special component value – the spiritual residue that would otherwise have coalesced in their claws and stomach has been consumed by the sword. Tirenius can still harvest the owlbeasts' pelts for their mundane value of 100gp each, however.

If Hyglak's red-handed death-dealing had been directed at a herd of 10 rabid mules, things would go differently. Mules are 2 HD creatures worth 20 XP each, so Hyglak would have earned 10 × 20 = 200 XP. However, mules are domesticated animals and have no special component value, so his developmental sword would not gain any XP from feeding on them.

While a weapon's feeding leaves no visible mark (apart from the wound it inflicts), the process mars the spiritual form of the slain creature. The spiritual disfigurement makes it harder to restore the creature to life. If a developmental weapon has fed on a creature, attempts to raise the creature via *restore life and limb* suffer a penalty on the d20 roll equal to the weapon's permanent bonus against that type of creature. In addition, the state of the creature's body is determined as if all its special components were destroyed.

EXAMPLE: Hyglak slays a troll chieftain with his developmental **sword +1, flamebrand** and allows the sword to feed, earning it 1,800 XP. Unfortunately, the troll chieftain was an emissary from the Lord of Secrets, and needed to be kept alive. Oops! The party decides to raise the chieftain from the dead using *restore life and limb*. Because Hyglak's **flamebrand** is +3 vs. regenerating creatures, the troll's d20 roll on the Tampering with Mortality table suffers a -3 penalty. In addition, the state of the troll's body is treated as if all its special components were destroyed. Since the troll's special components included a pair of claws and a severed limb, that imposes an additional -4 penalty (-2 for limb destroyed and -1 per hand destroyed).

Development, Simplified: Most Judges track and allocate XP at the end of each adventure by tallying up the party's kills and treasure and dividing by the number of adventurers. If you're following the 1:4 ratio of expected monster and treasure XP, you can simply assign a developmental weapon 20% of XP its wielder received while adventuring.

DETERMINING NEW BONUSES AND POWERS

As soon as a weapon begins to receive XP, it's time to determine what bonus or power the weapon is developing. Find the Weapon Developmental Power table corresponding to the weapon's base bonus and roll 1d100 to determine the bonus or power. If the weapon has a base bonus of +4 or higher, use the +3 Weapon Developmental Power table. Re-roll if the result is a power that the weapon already has.

Developmental weapons can gain powers that aid their wielder in combat, powers of detection and insight, or powers with general utility, but will not usually gain powers that allow the wielder to kill or disable enemies without the direct use of the weapon. For instance, a developmental weapon might imbue the caster with a *swift sword* but it won't grant the caster the ability to cast *fireball.*

The wielder will have a general idea of what bonus or power is being developed but will not know the exact effect or cost. The wielder (or another character allowed to inspect the weapon for a turn) can discern the precise effect that is being developed, along with the XP cost to earn it, by making a successful Magical Engineering throw. Magic research can also identify a developing power.

Each effect requires a developmental cost as noted on the table. Developmental cost is calculated as twice the base cost required to create a magic item with the same bonus or powers. When the effect is a weapon bonus, the table lists the total cost for a bonus of that value. Subtract the value of the weapon's existing bonus from that cost.

Designer's Note: When a researcher creates a magic item, it costs him three times its base cost, as he pays it in research cost, component cost, and material cost. The reason developmental cost is equal to twice base cost is because it substitutes for the mundane cost and component cost. Meanwhile, the adventurer's time spent slaying creatures with the weapon is what "pays" the research cost. Developmental weapons thus maintain the same overall value as weapons made through magical research.

When the developmental weapon has earned XP sufficient to meet the cost of the developing bonus or power, the bonus or power is immediately unlocked. The wielder will become aware of the new bonus or power the next time he handles the weapon. In most cases, new powers are permanent effects that are always active. However, if the new power is one that would be more beneficial if it could be activated and deactivated (e.g. *illumination* or *growth*), it will be able to be activated and deactivated as if it were an activated effect, but without any usage limit, and the wielder will learn the appropriate commands when he discovers the power.

Anytime a weapon already has two conditional permanent bonuses, and the result indicates it begins developing a third conditional bonus, it instead begins increasing its base bonus against all monsters by 1 point. It does not increase its conditional bonuses. Adjust the XP cost to match.

EXAMPLE: Hyglak has begun feeding his developmental **sword +1, flamebrand**. The sword has a +1 base bonus, so the Judge rolls on the +1 Weapon Developmental Power table. The roll is a 57, meaning the weapon +1 is developing into a weapon +1, +2 vs. a creature type. However, a **flamebrand** already has a +2 bonus against oozes and a +3 bonus against regenerating creatures, so adding another conditional +2 causes it to instead increase its base bonus by 1 point. The weapon now has a base bonus of +2 vs. all creatures. Its +2 bonus vs. oozes is not increased and is thereafter ignored. Its +3 bonus vs. regenerating creatures is unaffected. Hyglak's **flamebrand** is now a weapon +2, +3 against regenerating creatures. (It retains all the usual powers of a **flamebrand** to generate fire and light, of course). As a sword +1/+2/+3 has a base cost of 22,500gp while a sword +2/+3 has a base cost of 25,000gp, the difference in base cost is 2,500gp; the sword must therefore gain 5,000xp to unlock the new bonus.

END OF DEVELOPMENT

Each time a developmental weapon gains a new bonus or power, there is a chance the weapon stops developing. Make a developmental throw of 1d20 against a target value of 4+. Add the weapon's base bonus and subtract the number of other bonuses and powers the weapon has. If the throw succeeds, the weapon remains developmental. If the throw fails, the weapon is no longer developmental, though it retains all of the bonuses and powers it had already developed.

LOSS OF DEVELOPMENT

Just as the residual energy in a corpse decays with time, so too does the energy feeding a developmental weapon. If a developmental weapon is left unfed for a month or more, it has a cumulative 5% chance per month of losing all of the XP it has earned towards its developing power. When this occurs, a new power must be rolled the next time the weapon is allowed to feed. (It is for this reason developmental weapons found as treasure typically have accumulated no XP and have no powers under development.)

EXAMPLE: Hyglak's **flamebrand** had accumulated 40,000 XP towards gaining *ogre strength* as power when Hyglak was tragically swallowed whole by a sperm whale. A year later, Hyglak's companions succeed in hunting down the sperm whale and slay it. His comrade Andravus cuts the whale's belly open and finds Hyglak's remains alongside his **flamebrand**. Unfortunately, all of the 40,000 XP the sword had accumulated is lost. Everyone mourns the tragedy of what has occurred.

That night, the party is attacked by bandits. Andravus wields the **flamebrand** in the battle and allows it to feed off his kills. The sword does not resume developing *ogre strength*. Instead, the Judge rolls on the Weapon Development table to randomly discover the next power it develops; the result is *spellward*.

Several months later, after Andravus has fed the sword 72,000 XP, *spellward* is unlocked. Since the sword has gained a new power, the Judge now has to roll to see if the weapon stops developing. He rolls 1d20, applying a +2 bonus (from the weapon's base bonus) but -4 penalty (-1 for its conditional bonus, -1 for its flame, and -1 for *spellward*). The modified die roll is only a 3, so the weapon stops developing. It retains all the bonuses and powers it has accumulated, including the freshly-acquired *spellward*.

DEVELOPMENTAL WEAPONS AND MAGIC RESEARCH

If a developmental weapon is used as a sample in magic research, any bonuses or other powers it has developed can be replicated but the underlying developmental capability cannot. If a developmental weapon's original formula is used in magical research, neither its developmental capability nor its later powers can be replicated; its developmental aspect was not ever part of its formula. Any new weapon crafted from such a sample, or from the original item formula, will have the same 3% chance per point of base bonus of being developmental that every magic weapon does.

EXAMPLE: Tirenius undertakes a magic research project to create a **sword +1**. When he's finished, he has both the **sword +1** and the formula to make another such weapon. By sheer chance, however, his **sword +1** turns out to be a developmental weapon! Some time later, it develops into a **sword +2** that grants *swift sword* to its wielder. Tirenius could use the developmental **sword +2, swift sword** as a sample in magic research to create a **sword +2, swift sword**. Tirenius could only use the original formula in magic research to create a **sword +1**. These new swords would have only a 6% and 3% chance of being developmental respectively.

A developmental weapon can only be deliberately created by means of magical experimentation. The researcher must spend one experimental advantage per point of base bonus to imbue the weapon with developmental capabilities. The research cannot determine in advance what powers the weapon will develop, and the weapon's developmental capabilities will not be present in the formula.

CREATURE TYPE

D20	Creature Type
1	Angels
2	Animals
3	Automatons & Constructs
4	Beastmen
5	Demons
6	Dragons
7	Dwarves, Gnomes & Halflings
8	Elementals
9	Elves, Faeries, & Nymphs
10	Giants
11	Humans
12	Lycanthropes
13	Oozes
14	Plants
15	Regenerating Creatures
16	Sea Creatures
17	Spellcasters
18	Undead
19	Vermin
20	Roll Twice

The following table details the developmental costs of commonly occurring permanent bonuses for ease of reference.

PERMANENT BONUS	DEVELOPMENTAL COST
+1	10,000xp
+1/+2	20,000xp
+1/+2 (2 types)/+3	45,000xp
+1/+2 (2 types)	25,000xp
+1/+3	40,000xp
+2	30,000xp
+2/+3	50,000xp
+2/+3 (2 types)	60,000xp
+3	70,000xp

+1 WEAPON DEVELOPMENTAL POWER

D100	POWER	DEVELOPMENTAL COST
1	**Allure**	24,000xp
2	**Angelic Choir**	24,000xp
3	**Chameleon**	38,000xp
4-9	**Discern Evil**[*]	38,000xp
10-13	**Discern Invisible**	48,000xp
14-18	**Discern Magic**	50,000xp
19-23	**Discern Poison**	50,000xp
24-28	**Energy Protection** (roll type)	48,000xp
29-30	**Illumination**	24,000xp
31	**Leaping**	38,000xp
32	**Lightless Vision**	45,000xp
33	**Pass Without Trace**	38,000xp
34-38	**Physical Protection** (roll type)	48,000xp
39	**Predict Weather**	15,000xp
40-45	Proficiency of Judge's choice	38,000xp
46	**Silent Step**	38,000xp
47	**Speak with Beasts**	48,000xp
48	**Spider Climbing**	38,000xp
49	**Swimming**	48,000xp
50	**Water Breathing**	45,000xp
51-60	Weapon +1/+2 (roll type)	20,000xp[**]
61-70	Weapon +1/+3 (roll type)	40,000xp[**]
71-85	Weapon +2	30,000xp[**]
86-100	Roll on +2 Weapon Table	Variable

[*] equal chance of normal or reversed effect, or Judge's choice.

[**] minus cost of existing permanent bonus(es).

+2 WEAPON DEVELOPMENTAL POWER

D100	POWER	DEVELOPMENTAL COST
1-3	**Deflect Ordinary Missiles**	72,000xp
4-8	**Discern Bewitchment**	76,000xp
9-13	**Discern Curse**	114,000xp
14-18	**Energy Invulnerability** (roll for type)	96,000xp
19-20	**Growth**	72,000xp
21-22	**Holy Circle, Sustained**[*]	72,000xp
23-25	**Indiscernibility**	60,000xp
26-28	**Ogre Strength**	76,000xp
29-33	**Physical Invulnerability** (roll for type)	96,000xp
34-35	**Reveal Ritual Magic**	90,000xp
36	**Safe Travels**	60,000xp
37-38	**Spellward**	72,000xp
39-40	**Water Walking**	72,000xp
41-55	Weapon +2/+3 (roll type)	50,000xp[**]
56-70	Weapon +3	70,000xp[**]
71-85	Roll on +1 Weapon Table	Variable
86-100	Roll on +3 Weapon Table	Variable

[*] equal chance of normal or reversed effect, or Judge's choice.

[**] minus cost of existing permanent bonus(es).

+3 WEAPON DEVELOPMENTAL POWER

D100	POWER	DEVELOPMENTAL COST
1-3	**Anti-Magic Sphere**	144,000xp
4-6	**Blast Ward**	120,000xp
7-8	**Blast Ward, Greater**	144,000xp
9	**Clairaudiency, Greater**	300,000xp
10	**Clairvoyancy, Greater**	300,000xp
11-12	**Death Ward**	200,000xp
13-15	**Deflect Ordinary Weapons**	190,000xp
16-18	**Flight**	112,000xp
19-20	**Giant Strength**	152,000xp
21-22	**Inspire Awe**[*]	152,000xp
23-26	**Invulnerability to Evil**[*]	150,000xp
27-29	**Necromantic Invulnerability**	144,000xp
30-31	**Speak With Plants**	152,000xp
32-34	**Strength of Mind**	120,000xp
35-39	**Striking**	114,000xp
40-44	**Swift Sword, Sustained**	114,000xp
45-47	**Telepathy**	200,000xp
48-49	**Tongues**	200,000xp
50-51	**Trollblood**	300,000xp
52-54	**True Seeing**	250,000xp
55-57	**Winged Flight**	114,000xp
58-60	**X-Ray Vision**	250,000xp
61-85	Weapon +3/+4 (roll type)	100,000xp[**]
86-100	Roll on +2 Weapon Table	Variable

[*] equal chance of normal or reversed effect, or Judge's choice.

[**] minus cost of existing permanent bonus(es); becomes +3/+5 if already +4 against that type, etc, to max of +3/+6.

BONDED WEAPONS (OPTIONAL)

The developmental weapon rules assume that a weapon acquires its developmental capability when it is created, usually by random chance and rarely by magical experimentation. Myth, legend, and fiction, however, tell us that sometimes the will and commitment of a great hero can transform an ordinary weapon into a developmental weapon. Using these optional rules, a character can forge a special bond with a chosen weapon that enables it to grow in power with him. These rules can be used in conjunction with, or in place of, the other developmental weapons rules above.

BONDED VERSUS NATURAL DEVELOPMENTAL WEAPONS

A **bonded developmental weapon** (or just "bonded weapon" for short) is a special type of magic item created when a character with Weapon Bonding proficiency bonds with a weapon. A bonded weapon is distinct from a **natural developmental weapon** (or just "developmental weapon" for short) that arises randomly using the rules on p. 322. The following special rules apply:

- A bonded weapon is created when a character with Weapon Bonding proficiency bonds with a weapon. A character with Weapon Bonding proficiency can only be bonded to one weapon at a time (see below).
- A bonded weapon can only ever be bonded to one character at a time, known as its **master**. A bonded weapon's initial master is the character that first bonds to it, but the bond can be passed on later (see p. 327).
- A bonded weapon can only develop when wielded by its master. Other wielders can benefit from its magical powers and bonuses, if any, but cannot develop the weapon further. If the bond between master and weapon is severed or lost, the weapon ceases to be a bonded weapon, but retains the powers and bonuses it has developed, but if the bond is transferred, the weapon remains a bonded weapon for its new master (see p. 327).

These mechanics are explained and expanded below. All of the rules for developmental weapons otherwise apply.

WEAPON BONDING PROFICIENCY

Characters with the Adventuring proficiency can take the Weapon Bonding proficiency as a general proficiency. Characters without the Adventuring proficiency can take Weapon Bonding as a class proficiency provided they can cleave as fighters. (If you're wondering when characters without Adventuring proficiency might show up in play, it's typically in the form of monsters, though some optional rules also exist in ***Axioms*** and other sourcebooks that permit PCs who lack Adventuring.)

A character with this proficiency can bond with a weapon and exert his will upon it. When this proficiency is selected, the character immediately gains combat proficiency with a single type of weapon in addition to those permitted by his class; however, this proficiency only applies if the weapon is his bonded weapon.

If the character is not currently bonded to a weapon, he can use the proficiency to attempt to bond with a weapon by touching the weapon and concentrating on it for one turn. He must have combat proficiency with that type of weapon in order to bond with it.

- If the target weapon is already a bonded weapon, the attempt automatically fails. The weapon's current master must first relinquish the bond (voluntarily or otherwise…) before another character can bond with it (see p. 327).
- If the target weapon is a non-magical weapon, the character automatically succeeds. The weapon becomes a bonded developmental weapon without bonuses or powers (see below).
- If the target weapon is a magical but non-developmental weapon, the character must make a bonding throw of 1+. The target value is increased by four times the weapon's base bonus. If the throw succeeds, the weapon becomes a bonded weapon. If the throw fails, the weapon is unaffected. The character can attempt to bond with that weapon again each time he advances to a higher experience level, gaining a +1 cumulative bonus to the throw with each attempt until he succeeds.
- If the target weapon is a magical natural developmental weapon, the character must make a bonding throw of 1+, increased by two times the weapon's base bonus. If the throw succeeds, the weapon becomes a bonded weapon. If the throw fails, the weapon is unaffected. The character can attempt to bond with that weapon again each time he advances to a higher experience level, gaining a +1 cumulative bonus to the throw with each attempt until he succeeds.

EXAMPLE: Aeron, a 9th level fighter, has the Weapon Bonding proficiency. He has discovered a **sword +3** and attempts to bond with it. The target value for the throw is 1 + (4 × 3) = 13+. Unfortunately, he rolls a 7 and fails to bond with it. When he reaches 10th level, he can try again.

BONDED WEAPONS WITHOUT BONUSES OR POWERS

When a character with Weapon Bonding bonds with a non-magical weapon, he creates a bonded weapon that has no bonus and no powers at all. A bonded weapon without any bonuses or powers counts as a magical weapon and deals extraordinary damage, but only when wielded by its master. When wielded by others, it counts as non-magical and deals mundane damage.

When the bonded weapon is fed by its master, the XP it accumulates is applied towards gaining a base bonus of +1. Once it has gained a base bonus of +1 by accumulating 10,000 XP, all subsequent bonuses and powers are determined normally.

If a masterwork weapon that grants a +1 to attack and/or damage is made into a bonded weapon, its masterwork bonus applies, regardless of who wields it, up until the weapon gains its magical +1 bonus. Thereafter the magical +1 bonus replaces its masterwork bonus.

> *Its blade was made of radiant orichalcum, and its crossguard was formed in the shape of the winged sun. Bellësar was its name, and it was the greatest sword ever forged in any age of our world. No man had been its master since the oceans drank Aurëpos and the suns burned Ulruk; but no man born since had been as worthy as Valerian. The moment Valerian laid his hand upon the hilt, then did Bellësar awaken in holy fire and light, knowing that its master had come at last.*
>
> **Oppian,** *Epic of the Empyrean War*

EXAMPLE: Having failed to bond with the **sword +3** he discovered, Aeron instead decides to bond with a masterwork sword he owns. The masterwork sword grants a non-magical bonus of +1 to attack throws, and this bonus is retained when it becomes a bonded weapon. If Aeron were to use his bonded sword in a battle against wraiths, it would count as a magic weapon, so he could deal extraordinary damage and harm the wraiths. If Aeron's hapless henchman Aethelfred used the sword against wraiths, he'd get the +1 bonus to attack throws, but he couldn't harm the wraiths because the bonded sword wouldn't count as magical in his hands.

Once Aeron feeds his bonded sword with 10,000 XP, it acquires its first bonus and becomes a **sword +1**. The magic bonus to attack and damage replaces the prior masterwork bonus to attack. Now both Aeron and the hapless Aethelfred could use the sword to damage wraiths.

TRANSFER AND/OR LOSS OF THE BOND

A bonded weapon can have only one master at a time. Sometimes the master of a bonded weapon might voluntarily choose to break the bond or decide to pass the bond on to another character. Other times the bond between weapon and master might be broken by death, theft, or other circumstances. The following rules apply:

- A weapon's master can voluntarily break his bond by touching the weapon and concentrating on it for one turn.
- A weapon's master can ceremonially transfer his bond to another master. He and the new master must both touch the weapon and concentrate for one turn. The new master must have Weapon Bonding proficiency, must be proficient with that type of weapon, and must not be bonded to another weapon.
- A weapon's master can hastily transfer the bond to another master. The same rules apply as for a ceremonial transfer, but it only takes one round instead of one turn to pass the bond. The master automatically dies when the bond is hastily transferred. A hasty transfer allows a master to pass a bonded weapon to an heir when he is dying of mortal wounds and doesn't have time for the full ceremony.
- A weapon's master can hastily transfer the bond to a related master who isn't present. He must touch the weapon and concentrate for one round. The new master must be an adventuring companion, blood or legal relative, or henchman of the current master, must have the Weapon Bonding proficiency, must be proficient with that type of weapon, and must not be bonded to another weapon. The master automatically dies when the bond is hastily transferred. The new master will know he has become bonded to the weapon and (if he wants to keep it) will need to quickly find and recover it to avoid losing the bond to isolation (see below).
- The master of a bonded weapon automatically loses his bond if he dies while bonded to the weapon.
- The master of a bonded weapon might involuntarily lose his bond if he is isolated from the weapon for a month or more. There is a cumulative 5% chance per month that the bond is lost (see below).
- The bonded weapon might break its bond with its master if it stops developing (see below).

When a weapon's bond is broken or lost, the weapon is no longer a bonded weapon. The weapon retains all of the bonuses and powers it has acquired, but loses all of the XP it has earned towards developing its next power. It can be turned back into a bonded weapon again later.

When a weapon's bond is passed, however, the weapon remains a bonded weapon. It not only retains all of the bonuses and powers it acquired, it also retains all of the XP it has earned towards developing its next power. Mastery of a single bonded weapon might be passed down within a single family from father to son for centuries. Even if a weapon only sees battle once or twice per generation, over time it can grow powerful since the accumulated XP is transferred.

If a bonded weapon was a natural developmental weapon before being bonded, it returns to being a natural developmental weapon if the master cuts or loses the bond. However, if the weapon breaks the bond with its master because it has stopped developing, then it ceases being a natural developmental weapon for all purposes, in the same manner as if it were a developmental weapon that had stopped developing (p. 324).

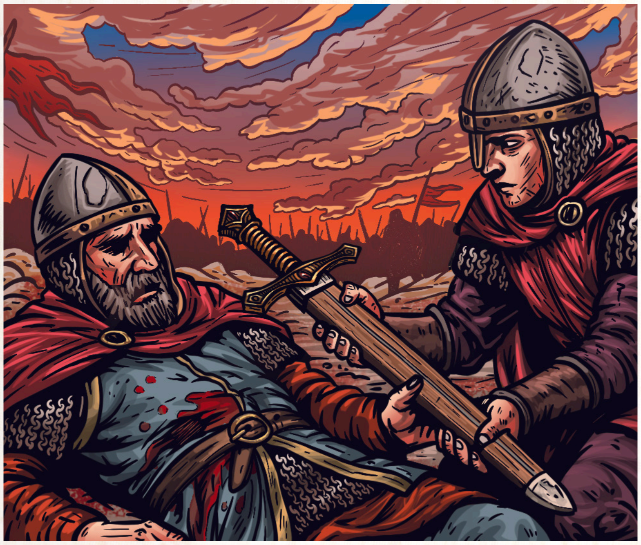
Loss of Bond and End of Development

Unlike a natural developmental weapon, a bonded weapon does not need to be used to retain its developmental capabilities. It does, however, have to remain in contact with its master to retain them. A bonded weapon is considered in contact with its master provided he is carrying it, wearing it, or practicing with it for at least part of each day or is prominently displaying it in his current residence. A bonded weapon that is isolated from its master has a 5% cumulative chance per month of losing its bond and ceasing to be a bonded weapon, as explained above.

Sometimes, even if the master stays in contact with his weapon, the weapon itself will sever the bond. Each time a bonded weapon gains a new bonus or power, there is a chance the weapon severs the bond to its master. Make a developmental throw of 1d20 against a target value of 4+. Add the weapon's base bonus and subtract the number of other bonuses and powers the weapon has. If the throw succeeds, the weapon remains bonded to the master. If the throw fails, the weapon severs the bond. It retains all of the bonuses and powers it had already developed, but loses all of the XP it has earned towards developing its next power. It can be turned back into a bonded weapon again later, either by its prior master or a new master.

EXAMPLE: Aeron is an 11th level fighter who owns a bonded weapon, a **sword +3** that is developing *striking* as a permanent power. Through years of heroics, Aeron has fed the sword enough for it to accumulate 30,000xp of the 114,000xp required to unlock the power. Now, however, he has grown old and is ready to retire. He ceremonially transfers the sword to his son Aeron II, a 6th level fighter with the Weapon Bonding proficiency.

When Aeron II is mortally wounded in battle, he hastily passes the bond onto his son Aeron III, a 3rd level fighter. Years later, after three generations of heroics, Aeron III has advanced to 9th level and fed the sword another 84,000 XP. The family blade is now a **sword +3, striking**. Since the sword has gained a new power, the Judge rolls 1d20 to see if it severs the bond to its current master. The target value is 4+, reduced to 1+ by its three bonus points but increased to 2+ by its *striking* power. Tragically, the roll is a 1, and the weapon breaks the bond! Aeron III tries to bond to it again, but he fails the bonding throw of 13+. He plans to try again when he reaches 10th level, but until then the sword is not capable of developing.



Empathic Weapons (Optional)

An **empathic weapon** is a weapon with an overriding purpose, not capable of acting on its own or of possessing its wielder, but prone to developing powers that bias it towards use in a particular goal or cause. The optional rules in this section are designed to offer a mechanical framework for creating such weapons.

At your preference, you can have all developmental weapons be empathic weapons; set a fixed chance for a developmental weapon to be empathic; or simply place empathic weapons wherever you deem appropriate in your setting. Empathic weapons are assumed to be semi-sapient, with just sufficient intelligence to pursue their drives. You can treat such weapons as sapient, with a personality and memory capable of conversation, negotiation, and strategy, but it's not assumed or necessary.

Determining Drives

An empathic weapon has a number of **drives** equal to its base bonus. The number of drives can be determined when the weapon is created by magic research, discovered by players in a treasure hoard, or – if playing with bonded weapons – first bonded by a character. If an empathic weapon later increases its base bonus, it gains additional drives.

You can roll on the Empathic Weapon Drive table for some or all of the drives, choose on the table based on its history or other powers and drives, or simply make them up. If your results indicate conflicting drives, you can disregard the later rolls, or find a creative way to reconcile them. You can narrow an empathic weapon's drive to particular creatures, factions, or places if desired or keep them broad and general. The former is best used with sapient weapons with personality.

Keep in mind that empathic weapons are weapons first and foremost, and while their drives can range from defense to destruction, they are typically not oriented towards acts of creation. An empathic weapon in the service of Law might seek to destroy a sinkhole of evil, but it won't be interested in erecting a pinnacle of good.

EXAMPLE: An empathic **sword +2, +3 against regenerating creatures** has two drives. From its bonus, the Judge decides that one drive is to destroy regenerating creatures. He rolls for the other drive and determines that the sword is driven to destroy vermin. When the sword becomes a **sword +3**, the Judge decides that the drive is opposed to the taming of wild lands, viewing both types of monsters and the expanding empires of humanity as uncontrolled growths.

Unworthy Wielders

If an empathic weapon finds itself in the hands of a wielder who is unworthy of its powers, either because the wielder is too weak or because the wielder is not in alignment with its drives (Judge's discretion), the weapon can choose to restrict the availability of its powers. An empathic weapon will always function with at least a +1 base bonus, whatever its opinion of its current wielder, but other bonuses and powers will be available only to wielders that have earned the weapon's respect. With each extraordinary act on behalf of the weapon's purpose, or each level of experience the wielder gains while acting in accordance with the weapon's drive, the weapon will make an additional power known. An empathic weapon will not allow itself to feed, and therefore will not develop, unless it deems its wielder worthy of using all of its powers.

EMPATHIC WEAPON DRIVE

D100	DRIVE
1-3	Conquer the cities of a particular civilization or race and destroy or claim their great works.
4-6	Conquer and tame the wilderness and destroy or subjugate its wild beasts.
7-9	Defend the cities and works of a particular civilization or race from the lawless and the wild.
10-12	Defend the wilderness from those who would tame and subjugate it.
13-52	Fight and destroy a particular type of creature (roll on Creature Type table on p. 51).
53-66	Fight and destroy the forces of Chaos and Sinkholes of Evil.
67-80	Fight and destroy the forces of Law and Pinnacles of Good.
81-84	Defend the innocent and punish the guilty in accordance with Law.
85-88	Fight and destroy air elementals and Aeries of Elemental Air.
89-92	Fight and destroy earth elementals and Edifices of Elemental Earth.
93-96	Fight and destroy fire elementals and Furnaces of Elemental Fire.
97-100	Fight and destroy water elementals and Wells of Elemental Water.

DETERMINING POWERS

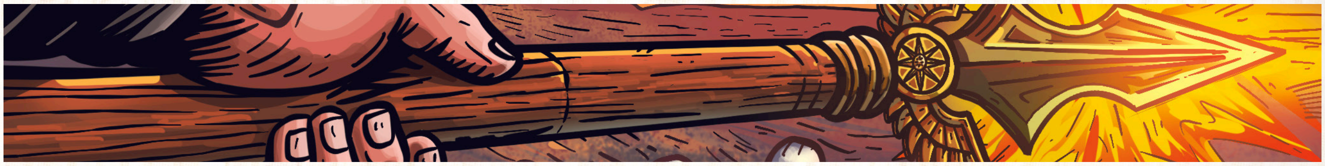
Absent countervailing pressure from its wielder, an empathic weapon will develop powers relevant to its drives. You, as Judge, should decide which new powers are most appropriate given the weapon's drives and powers. If the relevant drive is to destroy a particular type of creature the weapon may develop a bonus against creatures of that type, a defense against that creature's attacks, or a means of detecting them, while broader causes may have less obvious means.

The total value of a weapon's conditional bonuses and powers will tend to be divided evenly between its drives, if it has multiple, and weapons will typically advance in permanent bonus after developing one power for each of their causes until they reach a +3 bonus, past which further such development is rare.

After it finishes developing a power, an empathic weapon must make a throw with a target of 4+ to remain developmental. Add double the weapon's base bonus and subtract the number of other bonuses and powers the weapon has. If the throw succeeds, the weapon remains developmental and empathic. If the throw fails, the weapon is no longer developmental or empathic, though it retains all of the bonuses and powers it had already developed. Because they add double their base bonus to the throw, empathic weapons will tend to keep growing long after otherwise-equivalent developmental weapons have stopped developing.

> **EXAMPLE:** An empathic **spear +3, +4 against undead** that allows its user to *speak with beasts* has three drives: to destroy undead, protect nature, and to punish the guilty. As the weapon already has a bonus and a power relevant to the first two drives, the Judge determines that its next power will relate to its third drive; it begins developing towards an ability to *discern bewitchment*. On finishing development of this second power the spear must roll for continued development. As it is a +3 empathic weapon with two powers, it receives a +6 bonus and a -2 penalty. The roll succeeds on a 4+ and is made with a net +4 bonus, meaning the spear only ceases development on the automatic failure caused by rolling a 1.

The wielder of an empathic weapon can attempt to force it to develop particular powers of his preference rather than those suited to its drives. Roll 2d6 + the wielder's WIL modifier on the Empathic Weapon Power Determination table to determine the outcome of such an attempt. You can modify the roll based on how well the wielder's activities have aligned with the weapon's drives. If the wielder has taken some actions to further the weapon's drives, grant a +1 bonus; if he has had substantial focus and success on such actions, a +2 bonus; if he has endured great personal risk and sacrifice, a +3 bonus. Conversely, actions diametrically opposed to the weapon's drives likewise result in a penalty. An empathic weapon is much more likely to bend to the will of a wielder it perceives to be a hero who shares its purpose!



EMPATHIC WEAPON POWER DETERMINATION

2D6	EFFECT
2-	The wielder has made himself so inimical to the weapon that it destroys itself rather than comply. It ceases to be developmental or empathic, but retains all current powers and bonuses.
3-5	The weapon is torn between its own nature and that of the wielder. It begins developing a power or bonus potentially suited to neither, rolled for or determined by the Judge.
6-8	The wielder's efforts have no effect. The weapon begins developing a power or bonus appropriate to one of its drives.
9-11	The wielder's will and actions make a strong impression on the item. The weapon begins developing a power or bonus of the wielder's choice, but he is bound to perform a quest in service to one of the item's drives before the power or bonus can be used.
12+	The wielder's will and actions overcome the item. The weapon begins developing a power or bonus of the wielder's choice.

APPENDIX E: POTION MISCIBILITY

Fantasy role-playing games have often presented a chance of disastrous or entertaining consequences following from the ill-advised combination of magical effects. ***ACKS II***, in part to limit the extent to which characters may benefit from the expenditure of stockpiled magic resources, does not allow a character to benefit from the effects of multiple potions at the same time; the character is instead left **queasy** and the effects negated for the duration. This section provides an optional alternative for determining the results of consuming multiple potions, offering the risk-taking adventurer the possibility that one or all the potions might function as they would separately alongside chances for complications and deleterious effects.

DETERMINING MISCIBILITY RESULT

When a character is under the effects of a potion and drinks from another potion, the Judge should secretly roll 1d100 on the Potion Miscibility table to determine the results. The character does not necessarily know the result of potions reacting internally. He will know which effects, if any, are active, and will know any side effects (such as death, dismemberment, or queasiness) he suffers, but not changes to the potion effect such as duration, permanency, or the ability to be **dispelled**. A successful Alchemy proficiency throw by the drinker or an observer will identify the specific outcome, with a +2 bonus applied to the throw if it is made by the drinker himself. If a result indicates that one potion effect fails to function, is doubled in duration, etc, the Judge should determine which potion is affected randomly, without regard to potion strength or type. Potions mixed before drinking are simply ruined, with no chance of miscibility.

If further potions are drunk while multiple effects are ongoing the Judge should roll one additional d100 per potion and apply the Miscibility results. Effects already removed by prior rolls cannot resume function due to subsequent rolls, and all other changes are applied cumulatively.

EXAMPLE: Ulrand, a pirate captain preparing to attack a treasure ship under substantial guard, drinks a **potion of freedom** (duration 1d6 + 6 turns). When he drinks a **potion of blast ward** (duration 6 turns) the Judge secretly rolls for miscibility, rolling a 30: the duration of the **potion of freedom** is shortened to 6 turns. Pushing his luck, he drinks a **potion of flight** (duration 5 turns). The Judge rolls a 22 for miscibility and one random potion, the **potion of blast ward**, fails to function. Stripped of one protection, he tries for another, drinking a **potion of deflect ordinary weapons** (duration 3 turns). The Judge secretly rolls a 70, indicating that all potions function normally. Ulrand benefits from the potions of **freedom**, **flight**, and **deflect ordinary weapons** for 6, 5, and 3 turns respectively, but the *blast ward* effect remains lost.

EFFECT DURATION

Many miscibility effects extend, shorten, or set the duration of one or more potion effects. Most potions with an instantaneous duration are either healing potions or **cursed** potions, intended to harm or heal the drinker with no ongoing effect. An effect that already has an instantaneous duration cannot be halved, doubled, or made permanent; if it would become a different duration it instead remains instantaneous. If an effect of any other duration would be shortened or set to an instantaneous duration it effectively has a 1 round duration beginning when the change occurs; the user having drank a potion as his combat action for the round, will benefit or suffer from its effects until the end of his next initiative. Any change to duration is applied to the potion's current duration with no regard for prior expended duration: halving the duration of an effect with 2 turns remaining results in a duration of 1 turn, whether the potion was drunk at that moment or an hour prior.

EXAMPLE: Ulrand is fleeing the sinking of his ship under the effect of a **potion of flight** (2 turns remaining of 5) and a **potion of freedom** (3 turns remaining of 6). Grievously wounded, he needs magical healing within the next turn or he will die. He drinks a **potion of cure light injury**. The Judge secretly rolls a 62, determining that the potions' durations will be exchanged. **Freedom** receives the duration of *flight*, *flight* that of *cure light injury*, and *cure light injury* that of **freedom**. **Freedom** will last for only two more turns, the healing potion functions instantaneously as it normally would and saves his life, but the *flight* effect functions for only a single round before he plummets into the cold sea below.

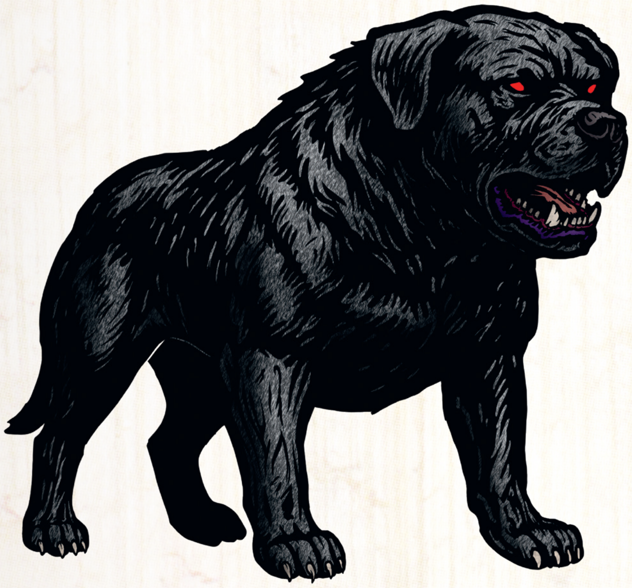
With so many test subjects available, we were able to conclusively establish that the incidence of fatality from potion admixture was less than 1 in 100. Prior investigation had led us to expect that the rate would be double that; it remains uncertain whether prior art was in error or the peculiar physiology of the Meniran dwarves was responsible for this deviation.

Caoláin, *The Illuminated Primer of Alchemy*

POTION MISCIBILITY

D100	EFFECT
1-2	You must succeed on a Death saving throw or be instantly slain. Should you survive, all potions function.
3-4	All potions fail to function. You suffer 1d6 damage per caster level per potion, with a Blast save preventing half. If this damage reduces you to 0 hp or below you explode, dealing half the damage you took to all those within a 10' radius, with a Blast saving throw preventing half damage.
5-8	One potion fails to initially function, resuming effect when all other effects have ended (if sufficient duration remains).
9-13	All potions fail to function.
14-18	All potions fail to function for the shared duration; you are **queasy** for 3 turns or the shared duration, whichever is longer, but benefit from the longest duration potion as soon as all others expire if sufficient duration remains.
19-20	One potion fails to function. You are permanently **immune** to the effects of that and any spell with the same base effect, unable to benefit from or be harmed by it.
21-25	One potion fails to function.
26-27	All potions function. Roll 1d20 on the Magical Mutations sub-table (***ACKS II RR*** p. 418).
28-32	All potions function, but only for the shortest duration among them.
33-35	All potions function, but only at half their respective duration.
36-38	All potions fail to function. You are instead transformed into a creature of the Judge's choice with form or powers appropriate to one of the potions for the duration of that potion.
39-42	All potions fail to function, and any further magic is prone to slipping off you. You gain a +4 bonus on all saving throws made against spells for the duration of one of the potions.
43-46	One potion fails to function, but the remainder cannot be **dispelled**.
47-50	One potion fails to initially function but resumes when all other effects have ended, for whatever duration was remaining when miscibility was rolled.
51-55	One potion fails to function, but its duration is added to that of all remaining effects.
56-59	Only one potion functions at a time; the currently active effect switches each turn until the respective durations have been expended.
60-64	All potions function, but with their respective durations swapped.
65	One potion fails to function, but the remainder lasts indefinitely until **dispelled**. After normal duration the effect(s) are no longer a potion effect for purposes of miscibility.
66-85	All potions function for their respective duration.
86-87	All potions function. All experience gained before they expire is doubled.
88-91	All potions function, but for the longest duration among them.
92-95	All potions function, but for twice their respective duration.
96-99	All potions function, and cannot be **dispelled**.
100	All potions function, but one lasts indefinitely until **dispelled**. After its normal duration, it is no longer a potion effect for purposes of miscibility.

APPENDIX F: MONSTERS



Umbral Mastiff

Umbral mastiffs are elementals native to the Elemental Sphere of Air with the form and mannerism of war dogs. Once thought to be associated with chaos, such umbral mastiffs are now understood to be analogous to thick and dark clouds, their baying the noise of high winds and thunder. An umbral mastiff can appear as a mastiff of any breed, half again as large and with black or grey fur.

Combat

Umbral mastiffs have **acute hearing** and **acute olfaction**. Capable of Hiding on a 12+, they can attempt to Hide again after attacking, blending into shadows. Those who hear an umbral mastiff's deep and terrible baying (as loud as a blast spell, heard at up to 90' in a normal environment and 180' in a quiet environment) must succeed on a Paralysis saving throw or become **frightened**, fleeing from the hound for as long as the baying continues. An umbral mastiff may bay at will, and continue for as long as it concentrates, moving at half speed. Those that succeed on their saving throws against the baying are immune to the effect for the following turn. Umbral mastiffs can track the scent of creatures for up to 2 miles with the equivalent of one rank of Tracking proficiency.

Ecology

In the Elemental Sphere of Air, umbral mastiffs can be found digging holes in the larger clouds. They appear on Aurëpos only when called forth by a spell or aerie of elemental air.

Spoils

A destroyed umbral mastiff can be harvested with Alchemy 2 for the following component:

- grey ichor (3 1/6 st, 190gp, *cause fear*, *chameleon*, *discern evil*, *faithful companion*, *panic*)

Umbral Mastiff Primary Characteristics	
Type:	Incarnation (elemental)
Size:	Man-sized (30 st.)
Speed (land):	60' / 180'
Armor Class:	4
Hit Dice:	4**
Attacks:	1 (bite 7+)
Damage:	2d4 ➶
Save:	F2
Morale:	+2
Vision:	Lightless Vision
Other Senses:	Acute Hearing, Acute Olfaction
Proficiencies:	Listening 8+, Tracking 11+, Hiding 12+
Normal Load:	10 st.

Umbral Mastiff Secondary Characteristics	
Expedition Speed:	36 Miles
Supply Cost:	None
Training Period:	1 Month
Training Modifier:	+2
Battle Rating:	0.09 (individual) /11 (unit)
Lifespan:	Indefinite
Reproduction:	None
Untrained Value:	None
Trained Value:	2,160gp

Umbral Mastiff Encounters	
Lair:	None
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Neutral
Treasure Type:	None
XP:	190

When clouds grow thick and skies turn grey,

And thunder echoes night and day,

The umbral mastiff comes to prey.

It stalks the shadows silent 'til

With barking bay, it breaks your will –

And then the mastiff makes its kill.

Argollëan lullaby

BACKER MEMORIAL

COSMARCH

Jordan
Iyar Binyamin
Matthew Morris
Manuel Paolo Villar

EMPEROR

Jeffrey Binder
Harrison Snodgrass
Bobloblah

KING

Philip Bonham
Sherian

CONQUEROR

Zach
Adam Hartley
William Macris
Arbrethil
S B
Chris
NorthScorpion
John Daker (The Mixed GM)
sigma23
argent
Eewest
Mark
Michael Abele
Herbert
Scott Boston
Matt Michalak
George Davidson
Preston
Luis Rivera
Aaron
Nikolai Harrison
Wyatt Kinkade
Keith Hershey Jr
J. LeTourneau
Hawes C
Paolo Munoz

EXPLORER

ZirnitraGygax
Travis Fauber
Daniel Staub
Paweł Szwarc
Coffee the Hermit
Sergio
Niels Petry
AngryMan
Jonathan
Christopher Hatcher
Ethan
Percythelabradoodle
Mahmood Hameed
Sage McLaughlin
Philip Carr
Iordache Marian-Silviu
JD
William A. Eleyet
Minor Inconvenience
Jason N Dennis
Khaled
7000prophets
John Blyatson
Adam Wiseman
Randall B.
Jayson
jimmymqueen
Zachary Pollak
Gary Watts
Theo Johnson
Shawn Cooke
Alan C Elliott
Patrick Gärtner
Topi Aarnio
SesuTheForbidden
Volodymyr Borysov
Peter Brekelmans
Antonio Soriano
Brigadoom
Rick Cruz
DarthDQ
Commander Claw
Speght
AllChocolate
Andrew Kelsoe
Warren Nelson
Lucas Serrano
Joseph Jefferson Dean
Ethan Amato
Isaak
robert fredrickson
Cheunglee
Daniel Fortin
Andrew Cairns
James Zuber
Blaine Powers
Nathaniel McCasland
Nick Czernek
Kelly Roberge
Glasspug
John Calvin
Daniil
richard protus
Christian
Ian Strange
Alan Cooper
Gary
jlewczynski
Marcus Robert Yeoman Buchanan
Dave
Nathan
Drigs Neilson
Graham Abbott
Jonathan Lotzer
merlyn2882
RoastJak
Sanpat Suvarnadat
Jean-Luc Delort-Marden
Tony Horne
Chase Curling
Flusters
Divine Insect
Kiddo
Kz3838
Alex
AMsGuardian
Ana
Jeremiah Pointer
MattKingCole1
Kevin Perry
Cameron_Slate
Kieran Bailey
Howard Young
Matthew Wilson
Quinten Alflen
Carlos NP
Henry Vogel
Bas Tichelaar-Bosschers
Joshua
Jack Brown
franco
Nicco Wargon
Dennis Osborne
Jason Stewart
JoeW B
Deron
Chris Chaplin
Ryan Kent
Stefan Becker
OK
wund0r
Ian Reynolds
draelix
Justin Lemus
Jake Kuska
Jeff Dauscha
Calvin Jonas
William Hollar
Hayden McKearin
james lemaux
Daniel Antrobus
Martin Whitehall
Sebastian Süpple
Matthew Hain
Chet Rockwell
Shane Wheaton
AcePT
Migos
Steven Fleming
ghostbirdlary
Piers
Thomas
Ross Simmerman
Dylan
Tyler Hollingsworth
Simon Winston

ADVENTURER

KraftyMattKraft
Angry Steak
TheMunkis
ZombieHerder
Daniel Koolbeck
Tony Digaetano
Matthew Sheppard
Steven Beeson
Chris Ellingwood
Virgil Buttram
Mike Strauss
Anthony Hansen
Eric Kitchen
James Samuel
Brandin Stoy
Black Lodge Games
J. Davis
Mark Brooks
Matthew
Samuel Patterson
Stijn Van Hove
Frog In A Sock
Travis
Bryan racette
Cory Hargreaves
Fabrice Gatille
Cayden Skipper
Matt Picone
D.
Jon Tate
Rob Dunning
Caleb Hines
Randy Andrews
SSRB
Oghma_EM
Joseph Lauriti
Dunder Moose
Brandon
toxicpixie
Jeff Phinney
Corey Schaff
Theodore Meyer
Benjamin Foster
Roger Rebisz
CatatonicMan
Lance
Sullivan Brophy
Marc Young
Evan Isaac
NegatveSpace
Keith Malinowski
Jason Verbitsky

BACKER MEMORIAL

Travis
Antonio García Ortiz
Bernard Howell
Piotr Łucka
Mike Kochis
Nathan Birch
Superchunk
mullhard
Jeremy Adams
Robert Stroh
Jouni Kittela
Patrick Brown
Rob Meerscheidt
Hardrada
Christopher Kenney
Spencer Wright
James Carter
Brandon Guillory
ajstark
Dan
Ashley Throop
Greg D
Feelitmon
John Taft
Ethel Aardvark
Kroova
Ross
Jacob Rosenberg
Christian Wanamaker
Ben Kirkwood
Paul Quarles
jnov36
Eric Silverman
Will L.
tim torres
ninjaflashlight
MrShish101
Duane Moore
Ivan Finzen
Petrefax
Omer Golan-Joel
Ronald Gardner
Michael Johnson
Christopher De La Rosa
Kerry
Denis Ricard
James Hughes
Christopher Feola
Jeff Workman
Ronald Miller
Rubicante
Matthew
OldSchoolJelly
Edward Hughes
Patrick Timekeeper Bucior
Scotty Ramone
Matthew Luellen
Vortak Games
Glen Adams
Chromatism
Patrick Cox
Edward Pierson
Peter Proniewicz-Brooks
John
Lee Gray
Caljax
Owen
Damian Henderson
Che Webster
Rahshaad Benjamin
Mike Fletcher
Esteban Martínez Villegas
Nick McGouran
TLPS
Jack McCarthy
Mattgawl
Alexander Tan
Kieran Jimenez
Lucas Andrick
Scott Templeman
Lulal
Judge BrendanNotThatOne
Troy Martin
Marcelo
Bryan Burns
Shahar Halevy
davrion
Jacob Young
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